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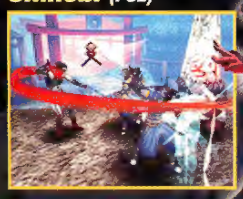

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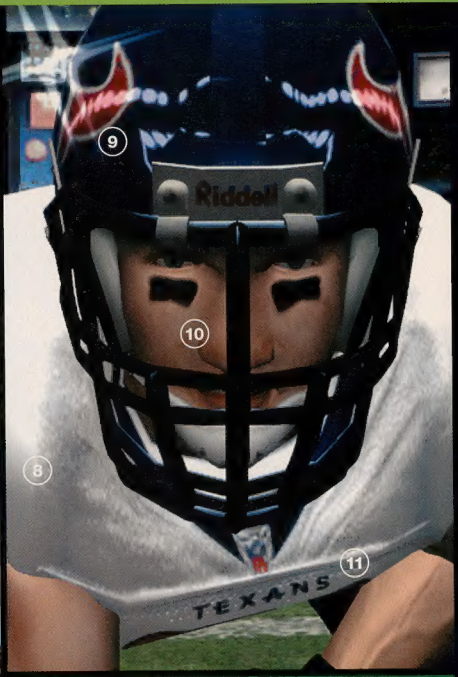

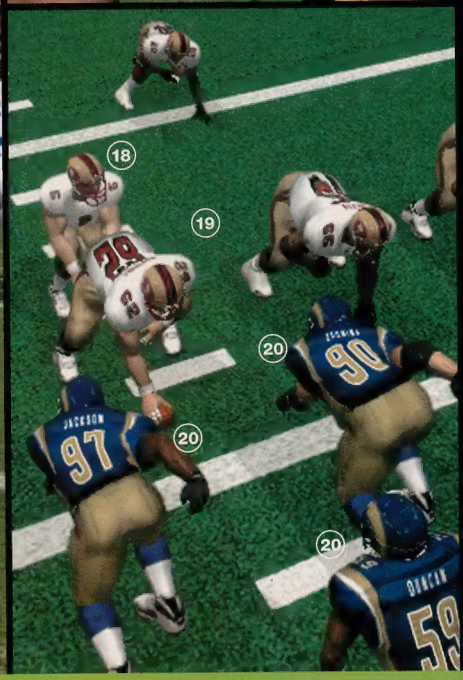

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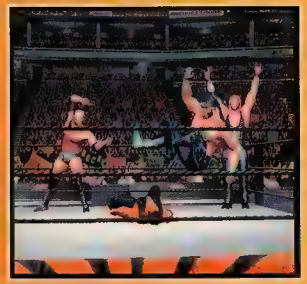

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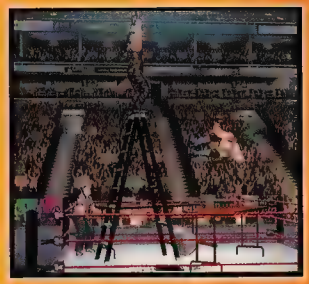

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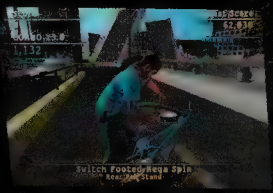

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- Crazy Taxi 3: High Roller (Xbox)
- C-12: Final Resistance (PlayStation)
- Super Mario Sunshine (GameCube)

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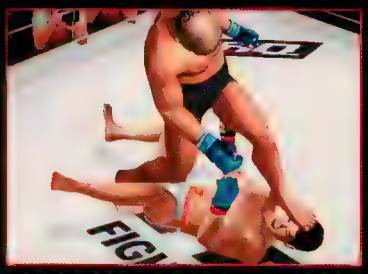

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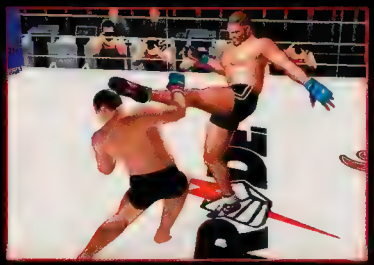

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Editor's Letter

It's a Video Games Blowout!

Over 200 games! That's what you'll find packed into Sneak Previews, Pro-Reviews, and all the other sections of *GamePro* this issue (and that's not counting the cool codes in Code Vault either). Sure it's still summer, but it already looks like this fall is going to see one of the biggest invasions of video games ever.

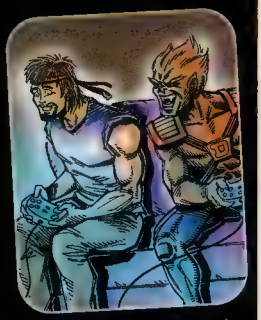
Tekken 4 for the PlayStation 2 kicks off this issue as the cover feature, and why not? It's one of the most highly anticipated fighting games of the year, and this version looks and plays better than ever. The Fighter's Edge will get you started, too.

Then the *GamePro* floodgates open up with a tidal wave of titles for all systems. The Legend of Zelda, Metroid Prime, Resident Evil 0, Silent Hill 3, Red Faction 2, Auto Modellista, Devil May Cry 2, and Metal Gear Solid 2 Substance are just the tip of the iceberg. Shinobi, Ninja Gaiden, Mortal Kombat, and Tomb Raider are former stars returning in force. You'll even get the down-low on games from the fringe like Animal Crossing and JoJo's Bizarre Adventure. And whatever you do, don't pass up Steel Battalion and its special 40-button control system!

Oh yeah, we even toss you a bone about something called the "PlayStation 3" in The Cutting Edge.

Video games and PC games are hotter than ever, so you'd better get started on all the hard choices you're going to have to make during the holidays...turn the page.

The GamePros
Oakland, CA
letters@gamepro.com



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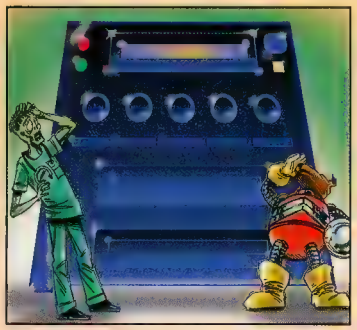


One Console To Rule Them All

I am tired of the major video game companies competing against each other. Why don't Microsoft, Sony, Sega, and Nintendo just join together and make one system that accepts all the different formats–different cartridge slots for the N64, Genesis, Super NES, and NES, plus a CD drive that accepts PlayStation, PS2, Dreamcast, Xbox, and GameCube games? I think that would be cool.

▶ **Jeff Bentson–Brewster, N.Y.**

Trends come and go, but nothing has ever curbed gamers' enthusiasm for one über-console that does the work of three—or, in this case, nine. (What, no Sega CD or Saturn support? What about Jaguar?) What you describe would be a beautiful thing, but a unified console will never happen—certainly not on that scale. There's too much money and no small amount of pride at stake when it comes to video games. Plus, consider the upside to never-ending competition—greater visibility for video games in the mass market, ruthless price cuts (which we just saw in May), and a constant sense of one-upmanship. Knowing your competitor is working on something that could make your next game obsolete just pushes you to work harder—and that results in some excellent games for you in the end.

UUDDLRLRBAS!

I am one of those "I usually don't care about the new crud" type of gamers. I am also nine years old. I have a question about "Hidden Characters" in issue 163 with Pong Sifu and Bad Hare on the mountain. What is the code for in that comic strip?

▶ **Daniel Sheets–Denham Springs, LA**

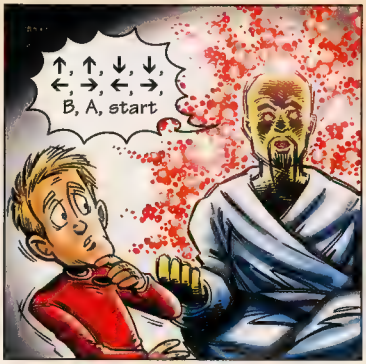
Gee, Daniel, for an old-school gamer, you're pretty new yourself! That code is one of the most famous cheat codes of all time—it's "The Konami Code." Entering that sequence of button presses into Contra for the NES would reward the player with 30 lives instead of just three. Konami went on to use that same button sequence in almost all of its NES games. Oh, and The Konami Code is also the name of a ska/punk band in Washington D.C.

The Cheat Is On

I bought a strategy guide for Final Fantasy X to find all of the hidden stuff at the end of the game, once I'd finished playing it through. I was talking to this kid I go to school with, and he claims that he found everyone's Legendary Weapon and all the crests and sigils on his own within a week of getting the game. What I was wondering is, do you guys consider what I did "cheating?" I personally don't think I cheated, and I don't think using a strategy guide is a form of cheating.

▶ **Mike Sullivan–Tewksburg, MA**

The ethical questions about strategy guides may never go away. Is it wrong to use a guide to get past a part of a game where you're stuck? Well, that seems better than feeling like you wasted $50 on a game because you're so frustrated. In your case, it might have been your friend's goal to uncover all the secrets, whereas you might be in it for a good story first and then to seek out some of the missed details later. The key is that you played the game first and then went for the guide, which is about as far from cheating as you can get. If you had picked up the guide and the game simultaneously and read verbatim exactly what to do, well, yeah, that would seem like cheating. But like Mom always says, you'd only be cheating yourself in that situation—where's the fun in having someone else tell you exactly what to do before you even try it yourself? So it's cool, Mike. You're not a cheater in our book.



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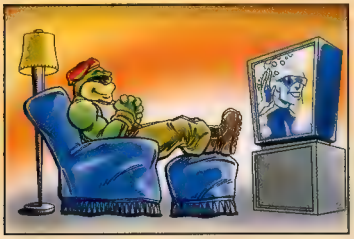
On the Air...?

I was reading one of my old *GamePros*, and I saw an ad for GamePro TV. Whatever happened to that? I checked my *TV Guide* about 3,000 times, but I didn't see it. Why?

▶ Jon Unflip–East Windsor, N.J.



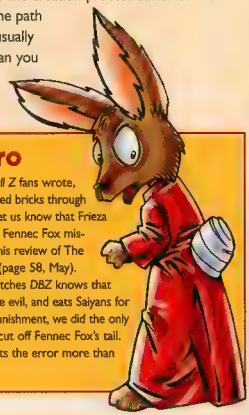
GamePro TV has been on and off the air several times in the last 10 years, each time getting a bit of a tweak and a redesign (and often a new network home). But GamePro just hooked up with Al Burton Productions (*Win Ben Stein's Money*) to get something going again. Several ideas are being kicked around for a new GamePro TV show, and hopefully, you'll see one or two of them on the air soon. When we have something to announce, we'll let you know. Oh, and sorry about your last name, dude—you sound like an unpopular skateboarding trick.

All for Three And Three for All

Under many of your previews, there's a line of text that reads, "All screens shown here are from the PlayStation 2 version." Sometimes I see it for the Xbox, too. Is it me, or are most gaming companies making most of their games for the PS2 and Xbox but not the GameCube? I wonder if gaming companies understand that for a system to sell, good games must be made, and the more "good" games for a particular system, the more it sells, thus increasing their market. They should support all systems equally.

▶ Doug Alas–Via Internet

In defense of the companies, many if not most of them do bring their titles to all three platforms. Heavy hitters like EA, Activision, Namco, Acclaim, Midway—among tons of others—bring out their biggest titles for every machine out there. The main reason you see the first batch of preview screens tagged with a PS2 or Xbox origin is because that's what the programmers have the most experience with. The Xbox tools are very friendly to programmers who know how to create PC games, and since the PS2 came out a year before the Xbox and GameCube, the coders have a 12-month head start on learning that platform's abilities. That familiarity means that many games are created on PS2 or Xbox development kits and then adapted to play on the other machines. Whatever makes the creation process easier or more comfortable is the path developers are usually going to take. Can you blame them?



OopsPro

Several *Dragon Ball Z* fans wrote, e-mailed, and hurled bricks through our windows to let us know that Frieza is not a Saiyan, as Fennec Fox mistakenly stated in his review of The Legacy of Goku (page 58, May). Anybody who watches *DBZ* knows that Frieza is, like, pure evil, and eats Saiyans for breakfast. So in punishment, we did the only fitting thing: We cut off Fennec Fox's tail. Fennec Fox regrets the error more than you know.

Art Attacks

Pick of the Month!

Andy and Josh–TX

G. Dominguez–N.J.

K. Campbell–N.J.

G. Arreguin–CA

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Illustrations: Francis Mao

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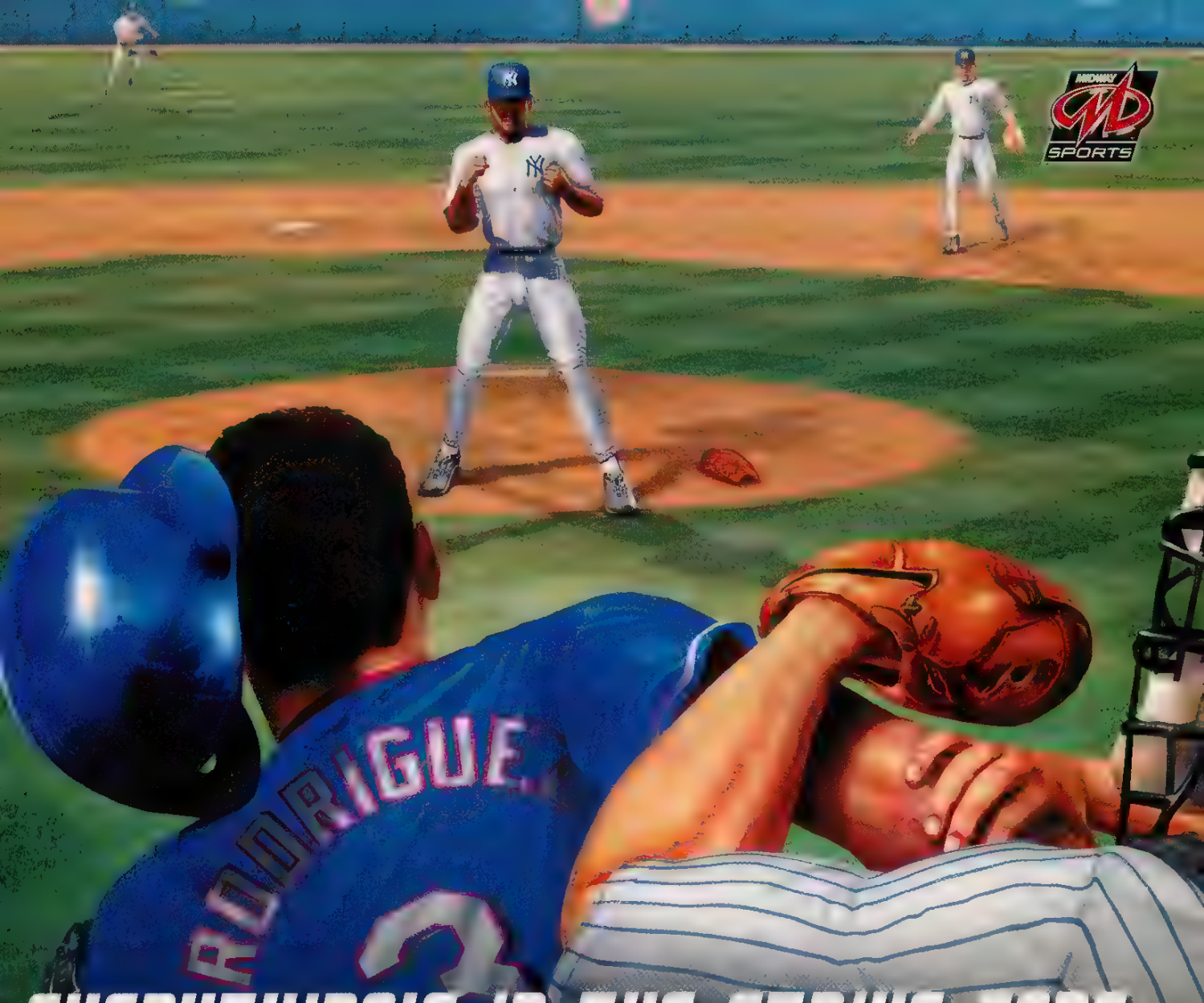

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Buyers Beware

By The Watch Dog

This month, the Watch Dog stands corrected and a reader offers some tips that may help you get those fun-filled blue-bottom discs to work in your PS2. Read on, people—it's for YOU.

U I just finished reading the latest Buyers Beware article in the June 2002 issue, and one of the questions asked was if the Xbox can play burned CDs. While it is correct that the Xbox will not read CD-Rs, there is a way to circumvent the security measures imposed upon the user. If you burn your music onto a CD-RW disc, the Xbox WILL read the disc, although slightly slower than a normal audio CD. I just finished trying it, and it worked fine. Just thought I would let you guys know since I'm sure there are plenty of gamers out there who would like to play burned CDs on their Xbox.

Jacob Beltran—Via Internet

A When we spoke to Microsoft about this for the June issue, there was no mention of CD-RWs, and to be completely honest, it didn't even occur to us that CD-RWs would succeed where CD-Rs failed. Since receiving your letter (and others), we tested out a few burned CD-RWs and they worked. Now that doesn't mean that every CD-R won't play on an Xbox and that every CD-RW will. Whether a burned CD will be compatible with your Xbox may be contingent upon what brand of CD you are using, the format of the CD, the software used to burn it, and the speed at which it was burned. You should check out www.funxbox.com/cdlist.shtml. It gives a comprehensive list of which CD-Rs and CD-RWs will and will not play with your Xbox.

Thanks again to everybody who wrote in about this. It proves that as much as the Watch Dog tries to do, sometimes it's you, the readers, who can help yourselves and each other the most. Hey, there's an idea....

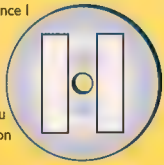
U I just read your July 2002 Buyers Beware section regarding the PS2 disc read error problem, and I have a very quick and inexpensive solution. It seems that some of the disc read errors are caused by a buildup of dust—not on the laser but on the magnetic rubber device that holds the CD/DVD in place. It is for this reason that the blue-bottom (CD-ROM) discs are the first to suffer the disc read error—they have to spin faster than the DVDs. It is also the reason for the scuffs and scratches. Since the discs aren't being held in place properly, they are damaging themselves on the plastic of the CD tray as they spin.

So here's the story: My NHL 2002 stopped working. Whenever I put it in, it made a horrible, terrible, spine-tingling grinding noise followed by a disc read error. Then some PS games started doing the same, and I began to panic. I was not going to shell out $100-plus to have my PS2 fixed, and as it turns out, I didn't have to.

The first thing to do is to buy a can of compressed air and spray it INTO the open CD tray—let that baby rip. Just be sure not to get any water from the condensation into your PS2.

Now if that doesn't do the trick, in all likelihood, this will: On any of the PS or PS2 discs that cause a disc read error, take two pieces of Scotch tape about an inch long and place them on the label (the "top") side of the disc. Put them as close to the center hole without actually covering any of the hole, parallel to one another, so that it sort of looks like an H.

That's it. Those two pieces of tape enhance the grip on the disc and presto—my PS2 hasn't given me one problem since I started doing this to the troubled discs. I didn't believe it either, but it does work and it's free. In any case, I thought you might want to pass this on to your readers.



Jim M.—Via Internet

A Thanks for the tip, Jim. Since none of our PS2s here at the office have problems playing blue-bottom discs, we couldn't test whether your technique really works or not. It seems like it could help in some situations since the reason blue-bottomed CD-ROM discs get scratched on the plastic is that they are lighter than DVD-ROM discs, and applying the pieces of Scotch tape would add more weight.

It is also risky. If you place tape on the label side of the disc, you risk damaging the topmost layer of data when you remove the tape. For that reason, you definitely don't want to use anything stronger than Scotch tape. Also, you want to be absolutely sure that you use two equal-sized strips of tape and apply them evenly on either side of the hole. You don't want one side of the disc to be heavier than the other, or else you can throw off the balance of the disc and damage it further. Another idea would be to affix a CD label to the top of the disc (using one of those do-it-yourself CD label kits and little plastic presses that you can find at any computer store)—that will add a little weight but preserve the disc balance. Of course, if you cover the original label of the game with a permanent sticker like this, you probably won't be able to exchange or sell back the game.

If you're experiencing problems playing blue-bottom discs on your PS2 and decide to follow Jim's advice, we'd be interested in hearing how it works out for you.

Q In the Buyers Beware section of the April 2002 issue, a reader had a problem with his Xbox that may have been corrected if he reset the hard drive by getting a special code through Microsoft's toll-free number. This feature seems appropriate as it may prevent children from resetting the parental controls on the system. However, what happens several years down the line if this part of the customer support is discontinued and a code can't be obtained? This may be looking ahead a little, but I'm a retro gamer and still have systems like the ColecoVision on hand. The longevity of a system is very important to me and others with an interest in retro gaming.

That said, what would happen if an Xbox hard drive was in need of resetting, but the code was unavailable? Is it advisable for parents or older gamers to get the reset code as soon as they get the system?

The Collector—Via Internet

A Why yes, Collector. That would make a lot of sense, wouldn't it?

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

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YAMAUCHI STEPS DOWN

Nintendo of Japan president retires after 53 years

Nintendo saw the end of an era at the end of May, when President Hiroshi Yamauchi officially stepped down from his position after 53 years with the company.

Mr. Yamauchi, 74, almost single-handedly took Nintendo from a successful playing-card company in the early 1950s to the video game pioneer it is today. He hired many of the talented people who would make the phrase "playing Nintendo" a generic statement for playing video games in general, including Donkey Kong creator Shigeru Miyamoto and Game Boy designer Gunpei Yokoi. Nintendo's new president, Satoru Iwata, 42, was the leader of game developer HAL Laboratories until joining Nintendo two years ago. Mr. Iwata took the post of president on May 31.

"Six executive board members will form a management team that I hope will move quickly on vital matters," Yamauchi said at a press conference. "My job now will be simply to keep an eye on the whole process."

Some have suggested that Nintendo won't be the same powerful force without Yamauchi's singular charismatic and notoriously outspoken—if not occasionally downright stubborn—leadership. New president Iwata expressed no such fears at a press conference held a week after the announcement. "Now that Nintendo is led by a group of directors, we will have six people making the decisions Yamauchi used to make by himself," he said. "Some people might think this system will dull our direction, but we understand the way Yamauchi thinks and will continue to work with him in the future, so I'm confident we won't have any problems with lagging behind."

Satoru Iwata, Nintendo's new president

NEWS BITS

Lara Gets An Agent

Maybe Mario would get this kind of attention if he plucked his eyebrows and shaved his legs. In any case, Lara Croft, the starlet who doesn't actually exist, got herself an agent, and a darn good one—Creative Artists Agency, one of Hollywood's largest and most influential representatives for top-name talent. "Lara Croft is a star; Lara Croft is a $1 billion brand; and Lara Croft is recognized by 95 percent of males between the ages of 12 and 25," said CAA's Elie Dekel. "She's a pop culture icon of the highest caliber." But if Lara's so hot—literally and figuratively—why hasn't she had representation until now? "I've been busy," quipped the tomb raider herself in a press release. "Traveling around the world and exploring ruins no one has seen in hundreds of years doesn't exactly leave me time to make public appearances." Nyuk, nyuk. While Lara readies for her next game, The Angel of Darkness, CAA will be busy shilling on her behalf, "looking at opportunities in action sports and apparel, consumer product tie-ins, publishing, and series development." In other words, look for lotsa Lara this winter.

Deus Ex: The Movie

Lara's not the only one slumming around Tinseltown—watch for J.C. Denton to pop up in Hollywood, too, now that Columbia Pictures has secured the rights to Deus Ex. The movie version of Eidos's PC and console hit is expected to mirror the game's conspiracy-riddled future-noir plot fairly closely. The film will be produced by Laura Ziskin (*Spider-Man*), and a script is being written by Greg Pruss. It's too early for all other details, such as potential cast members or release dates.

NINTENDO AND SQUARE: ENEMY MINE?

The much-celebrated reunion between Nintendo and Square hit a rather public bump in early June as the companies traded comments about the future of online gaming—comments that could be construed as, well, smack talk.

As part of his first public press conference, Nintendo President Satoru Iwata addressed both companies' online projects, particularly Final Fantasy XI. Square's anticipated online-only RPG had sold only 70,000 copies after three weeks of release, instead of the expected 200,000 to 300,000. "Not everyone has the ability to go online, and customers without credit cards can't even get through the entry gate," he noted. "Also, just like we saw with Final Fantasy XI, server overload is a major problem." Iwata also said he felt FFXI was "too far ahead of its time," but ex-Nintendo President Hiroshi Yamauchi was even more direct, criticizing Square's low sales targets as "a major minus for Square and the entire industry."

Square President Yoichi Wada responded the next day saying, "Online games have a completely different market scale and income management system. It's troubling to see the online market simply compared straight to the offline one. Final Fantasy XI was developed in an attempt to more fully develop a brand-new marketplace…The users playing it right now are very satisfied with the game, but people who haven't played it might misunderstand their [Nintendo's] statements."

Don't read too much into one public spat, however. Even while criticizing Square's online efforts, Yamauchi had nothing but praise for the upcoming GameCube Final Fantasy, calling it "a groundbreaking title for the Japanese game industry." Wada downplayed the statement, reminding Nintendo that "the name of the new title hasn't even been decided yet."

SNEAK PEEK: DINO CRISIS 3

In early June, Capcom offered the first glimpse of Dino Crisis 3. Created by Resident Evil designer Shinji Mikami, the new Xbox-only survival/horror adventure will go where no dinosaur has gone before: outer space. The plot will involve a team of Marines who discover a spaceship teeming with deadly reptiles. The human heroes will be able to maneuver through the environment with jet packs, which will be a first for the series—one that Capcom promises will be "a break from anything ever seen and will offer players new challenges and more freedom of movement." Dino Crisis 3 is slated for a 2003 release.

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GAMEPRO LABS SPECIAL

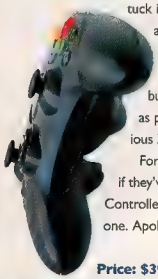
Microsoft Xbox Controller S

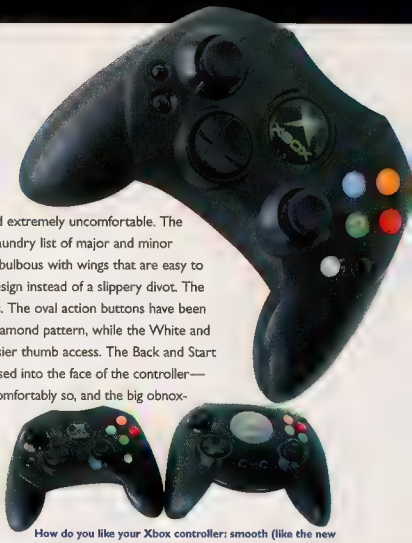
Rating: 5.0

Few controllers have inspired so much reaction—both good and bad—as the standard Xbox controller, but now that Microsoft has released the Controller S, everybody should be happy.

When the Xbox launched last fall, American gamers got a large controller that some players found extremely uncomfortable. The Controller S—essentially the Japanese controller with tiny changes for the U.S. release—features a laundry list of major and minor improvements over that design. The whole controller's form factor is quite a bit smaller—much less bulbous with wings that are easy to tuck into the palms. The directional pad features a flatter face and a raised cross design instead of a slippery divot. The analog sticks now feature indentations of the same size and small traction nubs. The oval action buttons have been replaced with round ones and rearranged into a standard Dual Shock–style diamond pattern, while the White and Black buttons have been enlarged and placed below the diamond, allowing easier thumb access. The Back and Start buttons have been relocated as well—to the left of the directional pad and recessed into the face of the controller—as part of the slimming down process. The triggers are slightly smaller but not uncomfortably so, and the big obnoxious Xbox logo that used to hog so much space has shrunken as well.

For some gamers, the larger, original Xbox controller will feel better, especially if they've gotten used to it over the last few months. For the rest of the world, the Controller S is the best Xbox pad out there and makes up for the sins of the previous one. Apology accepted!—*Dan Elektro*





Price: $39.99. Contact: Microsoft, 800/4MY-XBOX, www.xbox.com

How do you like your Xbox controller: smooth (like the new Controller S, left) or chunky (like the original design, right)?

STATIC

Project Ego... Project Ego... Taking a look at the recent entries to our Art Attack contest, one thing has become incredibly clear: Nobody beats *GamePro* readers when it comes to tracing. For cryin' out loud, folks, we recognize our own cover art when it comes back to us in crayon form. Any original attempt at art, no matter how crude or ugly, is valued higher than something you copied straight out of an advertisement. Go for it. • We get tons of letters every month asking us to confirm or deny strange Xbox rumors. "Will my Xbox stop working unless I pay more money in a year?" No. "Is it true that the Xbox overheats a lot?" No. "Is Microsoft going to monopolize the game industry?" No. Now here's a question

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Triton Labs Afterburner

Rating: 4.5 (performance), 1.0 (installation), 3.0 (value)

This is far and away the best GBA light available—a virtually glare-free mini-miracle of potent internal lighting with minimal impact on battery life. But be warned: The invasive surgical installation procedure requires about four hours, rare screwdrivers, precision soldering of free-floating wires, creative Dremel usage, carving out parts of your GBA casing, and extreme patience. If you're brave and confident, check GamePro.com for a complete installation guide. Otherwise, we recommend third-party installation from a place like www.portablemonopoly.net, which sells and installs the hardware for $50. The end result is definitely worth the effort—but it's worth the money to make it not be *your* effort.

—*Star Dingo*

Price: $35.00. Contact: Triton Labs, online orders only at www.tritonlabs.com

GAMEPRO LABS

Nintendo WaveBird

Rating: 5.0

First-party wireless controllers are rare—being official, they *have* to work right. Nintendo's WaveBird definitely delivers. The form factor and buttons are the same as those of the wired GameCube controller, so everything feels great; the only additions are a small power switch, a battery panel for 2 AAs on the back, and a 16-channel selector wheel so multiple people can use multiple WaveBirds at once without mixing up signals. There's no rumble feature (it would add weight and sap power), but that's an acceptable trade-off for a comfortable, lightweight, official controller that works perfectly from 20 feet away. This is how wireless is done.—*Bad Hare*

Price: $34.95. Contact: Nintendo, 800/255-3700, www.nintendo.com

for you: Do you believe absolutely everything you hear or only when it's about the Xbox? We don't get these wild questions about other consoles, so it seems the rumor mill is working overtime to besmirch Microsoft—as usual. From now on, if you don't read it in *GamePro*, it's a lie—a flat-out LIE. Got it? • How sharp are *GamePro* readers? One noticed that the football in early screens of NFL 2K3 looked a bit big, so they contacted Visual Concepts. Sure enough, VC's designers fixed it, thanks to one of you. • What do you want on your tombstone? In the U.K., Acclaim was hoping to advertise Shadow Man 2 via little billboards placed on actual grave markers. The company said the offer might "particularly interest poorer families" and could be seen as a "subsidy to burial costs." If you're speechless and horrified, you've got it right. • Super Mario Sunshine...Super Mario Sunshine...Super Ma

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CONSOLE CONNECTION

WANNA GO ONLINE WITH YOUR CONSOLE? HERE'S HOW!

By Dunjin Master

Illustrations: Francis Mao

WELCOME TO ONLINE gaming, console fans! It's only a matter of time before your PS2, Xbox, and GameCube will be traveling the Net, but there are a few things you'll need to know before you plug in that modem. Here's a short Q&A to get you grounded.

WHAT DO I NEED BEFORE I CAN PLAY ONLINE?

You'll need your favorite game console (obviously), an Internet connection of some sort, your console's Internet adapter (the Xbox has its own built-in), and, of course, a game that has online features. For the connection, you'll need an ISP (Internet Service Provider) that's either dial-up (also known as narrowband) or broadband.

Special note to AOL users: You might need to look into an ISP specifically for online console gaming. At press time, the PS2 had some trouble gaming over AOL. You should be able to surf the Net and use e-mail fine, but actual gaming might be difficult.

WHAT'S BROADBAND INTERNET? DO I REALLY NEED IT?

Broadband Internet is simply an Internet connection that enables you to send and receive more information per second than with a narrowband connection. The difference in speed is phenomenal. There are several types of broadband connection, including DSL (Digital Subscriber Line), cable, satellite, and wireless. The slowest possible broadband is still many times faster than the fastest narrowband, so yes, if you really want to enjoy your online console experience, you'll definitely want to look into a broadband connection. Of course, the Xbox is broadband only, so if you want to play your Microsoft machine online, you'll have to go big.

You'll be able to play EA Sports' Madden NFL 2003 online on your PS2, but Xbox Live support looks unlikely. Maybe next year.

EverQuest Online Adventures will bring the popular PC EverQuest franchise to the PlayStation 2. Sony Online claims that EQOA will not require the hard drive—considering how much patching and downloading EQ does, it will be interesting to see how EQOA pulls it off.

HOW MUCH WILL IT ALL COST?

Well, you'll have to pay for an ISP first. Broadband ISPs generally charge between $35 and $50 per month; though as broadband gets more popular, those prices are dropping. The faster the connection you want, the more you'll have to pay.

Microsoft will charge Xbox users $49.99 for an Xbox Live starter kit, which will include a year of service, the Xbox Voice Communicator, and an online version of Acclaim's R/C car racing game, ReVolt. With that kit, you'll be able to play on Xbox Live for the year, with no additional fees, since all Xbox games will use Microsoft's servers. After the first year, Microsoft will likely charge a subscription fee, but the company hasn't announced how much that will be.

JUMP OFF.
STRETCH YOUR TONGUE™
fruitopia

Sony's PS2 online adapter will set you back about $49.99 for the hardware, but Sony says it won't charge for play time "at first." Each game developer for the PS2 will be in charge of its own network, though, so the publishers could charge individually for playing their game online. Keep in mind that some online PS2 games, like Final Fantasy XI, may require the PS2 hard drive, and that will be an additional cost.

Nintendo's modem will cost $34.95 and will be available in both broadband and narrowband versions. The company hasn't released any info on pricing for the service.

The controversial Final Fantasy XI will land on the PlayStation 2 this fall. Requiring both the PS2 network adapter and the hard drive, FFXI may be one of the more expensive online games on the list.

Sony's SOCOM: U.S. Navy SEALs will be the first PS2 game to work with the headset microphone. Thankfully, the headset will ship with the game.

HOW WILL I CHAT WITH OTHER PLAYERS?

PS2 users may already have a USB keyboard and mouse for their system since games have supported those peripherals since the PS2's launch. SOCOM will ship with the PS2 headset, which will enable voice communication. It's up to each PS2 developer whether they want to support the keyboard and mouse, the headset, both, or neither.

Microsoft has said from the beginning that every single Xbox online game will support the Voice Communicator. This means that there will likely never be a keyboard or mouse for the Xbox.

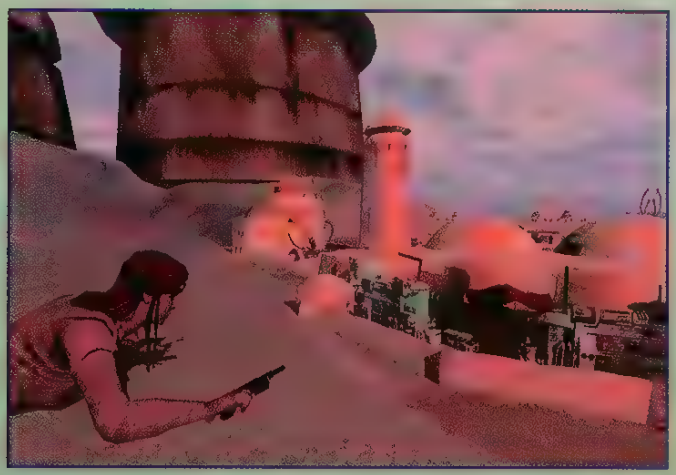
GameCube? No one knows.

The PlayStation 2 version of TimeSplitters 2 will feature an online multiplayer mode, but the Xbox and GameCube versions will not be online-capable.

OKAY, I WANT BROADBAND. HOW DO I GET IT?

The easiest way would be to watch TV. Ads for broadband Internet will appear every few minutes with the appropriate numbers to call for more info. Ask your phone company about DSL (since DSL uses the phone lines) and your cable company for cable Internet. There are also a handful of sites you can go to for more information:

- **www.dslreports.com**—A bit technical, but a great site for finding info on DSL and ISPs. You can plug in your ZIP code to find DSL services in your area, if there are any.
- **www.cable-modem.net**—Like above, but for cable modems. The site is a little less in-depth, but there are user reviews to help you know what to look for.
- **www.broadbandcompass.com**—Simple and easy to use, but nowhere near comprehensive. Dan Elektro found that his ISP wasn't listed—y'know, a little start-up called "AT&T."



LucasArts is working on console versions of Star Wars Galaxies: An Empire Divided for the Xbox and PlayStation 2. This is the first announcement of an MMORPG for the Xbox, bringing up all sorts of questions on how voice communication would work in an MMORPG.

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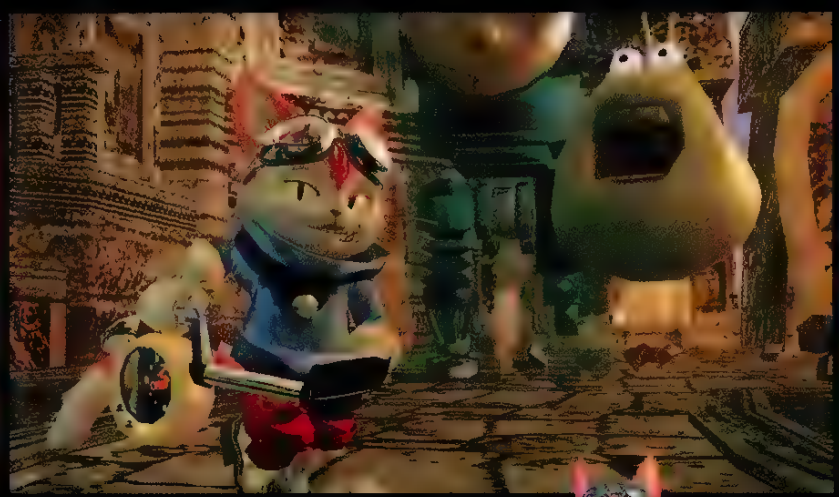

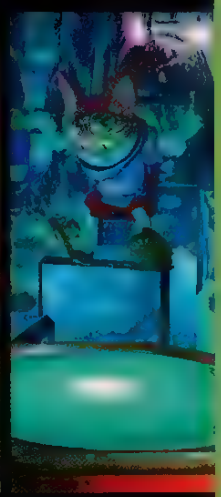

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THE CELL-ING OF THE PLAYSTATION 3

The PlayStation 2 is just hitting its stride, but Sony is nothing if not forward-thinking. Collaboration between Sony, IBM, and Toshiba may reveal what the future holds for the PlayStation 3.

By The Whizz

The PlayStation 2 is running hot and heavy as the leader of the console pack in only its second year of existence, and the GameCube and Xbox are just ramping up in their first year of sales. So despite the recent price cuts, nobody in their right mind should expect to see a PlayStation 3 for at least another three to four years. However, just like *Star Wars Episode III*, everyone knows it's coming...so let the "I-wonder-ifs" begin.

THE CELL GAME

Sony is probably laying the foundation for the PS3 now. The company is teaming up with IBM and Toshiba to begin the development of an advanced semiconductor manufacturing technology, which opens the door for intriguing speculation about IBM's "cell" technology. Cells are the stuff of sci-fi that are now on the verge of becoming a reality. Basically, cells are ultra small silicon tidbits containing tiny processors that are meshed with memory and communication circuits—just like a desktop computer's central processor is connected to surrounding memory and communications circuitry.

IBM envisions creating chips composed of cells to replace the current central processor–based computer design. In fact, the company believes that initial cell chips will generate computing power equivalent to squeezing 36 desktop machines onto a dime-sized piece of silicon! Start stacking dimes next to your PS2, and the impact of what IBM is saying will hit you at around $5. Additionally, IBM's scheme calls for each cell to contain the equivalent of a 1 GHz processor and for cell chips to hold 500 MB to 1 GB of memory for allocation among cells, according to need.

NEW DIMENSIONS IN GAMING

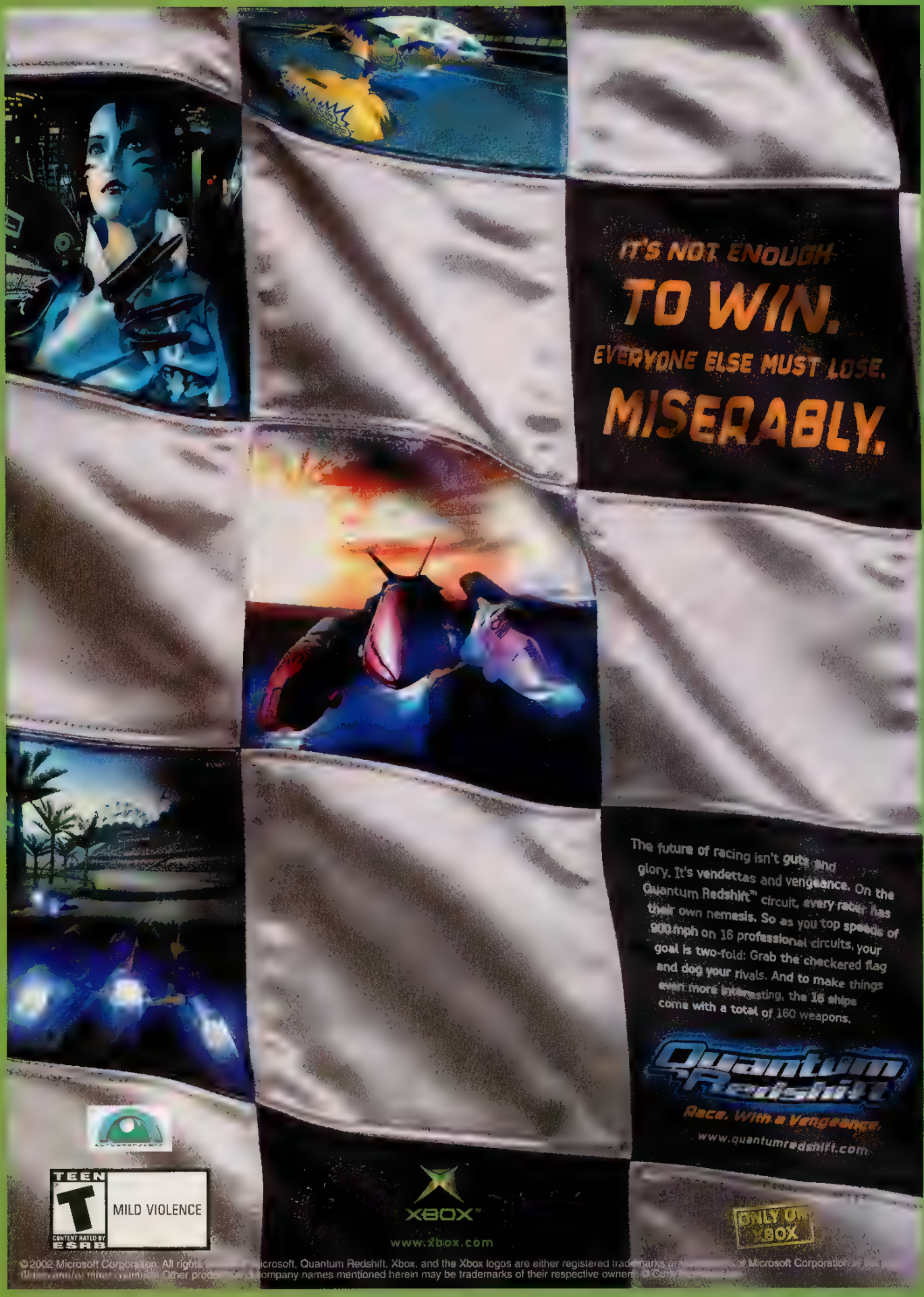
Melding processors with memory and other computer elements into a single unit isn't new. The variation of the method is used in the hardware of such items as appliances, multimedia gear, and cars. However, creating a computing process that links several such units together in such an amazingly miniscule area is new. That's why Sony, IBM, and Toshiba are in cahoots to devise ways to build processors that tiny. They're planning to spend $400 million to develop a method to etch schematics that are as small as 0.05 microns (that's a couple of thousand times thinner than a human hair) onto a silicon wafer. Currently, IBM and other chip manufacturers pump out chips using 0.1 micron technology, the existing state of the art.

If the PS3 actually incorporates cell technology, game design and game playing will change. For example, with the cell chip design, you wouldn't have a single CPU orchestrating data in memory for, say, enemy A.I. and graphics images for several characters at a time. Instead, it's not impossible that a single cell could be assigned to each character, thereby endowing each one with its own "brain." Metal Gear Solid 7, anyone?

However, cell technology presents new challenges to game playing, too. For instance, a DVD disc will probably not be able to hold the amount of data necessary to make such a "game" remotely satisfying. So, there's also speculation that the PS3 will somehow be dependent on Internet connectivity to feed its hungry cells.

AS MAD AS CELL

By now, any PS2 gamer who is still trying to figure out how he's going to install a broadband adapter and a hard drive into his system shouldn't worry that the PS3 is lurking just around the corner—it isn't, and it won't be for a few more years. But keep your eyes on news from Sony, IBM, and Toshiba, and wonder for whom the cell tolls.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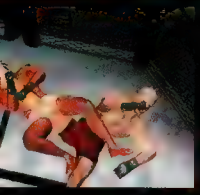

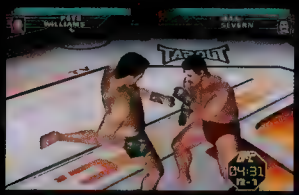

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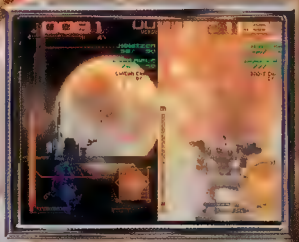

TEEN T Violence

CONTENT RATED BY ESRB

Exclusively For:

PlayStation.2

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FIND OUT MORE ONLINE

Power of the 4s

Virtua Fighter 4 struck the first blow on the PS2. Can Tekken 4 counterattack?

TEKKEN 4 HONORS the proud tradition of the series with stellar graphics and fantastic gameplay. Fans won't be disappointed when they smell what Heihachi is cooking, but they may be hungry 20 minutes later.

The People's Fighter

Tekken has always been extremely accessible to novices and button mashers while making experts work especially hard to try to dominate. This has created a unique experience where anyone can suffer an upset under the right circumstances.

For better or worse, the addition of interactive walls to the arenas and subtle character balancing has shifted the edge—ever so slightly mind you—toward the elite. Juggle combos have been toned down in quantity and power due to the extra damage and stun effects walls provide. This takes some adjustment since you can no longer blast opponents endlessly into the distance or run much anymore.

Each fighter has been balanced based on previous mismatches, too. For instance, Nina's speed has been toned down a notch as have Paul and Brian's power. For the most part, characters have received very few new attacks, while others like Jin had some re-fashioned or taken away outright. It's all in the name of giving each brawler a fare shake, and the precise controls leave no one to blame but yourself for losing.

A Smooth Transition

Every visual detail found in the arcade version has been faithfully translated to the PlayStation 2 version. While the environments don't quite match up to today's highly competitive standards, the characters themselves fare far better. All the combatants look sharp and more detailed despite the fact that they're made up of fewer polygons than in Tekken Tag Tournament. Although

PROTIP: You can perform the nikkei wall kick if you feel lucky, but you can get pummeled trying to pull it off.

PROTIP: You can use objects like this column to set up attacks or double as a defensive element.

PROTIP: Beat the game with Christie to unlock Eddy Gordo. Select him by placing the cursor over Christie and hitting △.

PROTIP: Automatic ground hits after a knockdown are a thing of the past. Prone opponents are deadlier than ever.

PROTIP: Beating the game just once will open up the Theater mode where you can watch cinemas and listen to game music.

PROTIP: Ground hits that create space between opponents are the safest way to try for an extra hit.

PROTIP: Unlock Mikami by beating the game with Xiaoyu and then hitting ○ when selecting Xiaoyu.

Steve's attacks are fast and varied, making him one of the trickier opponents to use and fight against.

PROTIP: No other fighter has as many unblockable "normal" attacks as Yoshimitsu, so use them often.

BY TOKYO DRIFTER

- Developed and published by Namco
- $49.99
- Fighting
- Available August
- 2 players

T TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	4.5

PROTIP: Watch Combot's arm movements as they are the biggest giveaway to the fighting style it is using.

Virtua Fighter 4 has the advantage in most graphical categories, Tekken does not suffer from the dreaded "jaggies," making its overall presentation look cleaner. Clothes move in a convincing fashion, and there is even select flexing in muscles during attacks. More importantly, the animations of moves are much smoother than before, making combos look graceful and less thrown together. It's still done in an over-the-top fashion, so don't expect assaults that normal humans are capable of.

The audio in Tekken 4 is the best yet in the series, especially the thumping soundtrack. The same trademark bone-crunching sound effects haven't been tweaked much, but they were first-rate to begin with. There's also a lot more dialogue due to the extended story en[illegible]s, and all of it is well done. The vocals help to expand the nuance[illegible] of the characters' personalities.

PROTIP: Many reversal throws have now turned into parry maneuvers, which are more deadly in the right hands.

School's Out

Tekken is usually the king when it comes to packing tons of extra features into a game, but fans may feel shortchanged this time out. The cast of available fighters has been cut from a robust 38 seen in Tekken Tag down to 23 for part four, done for the sake of gameplay balance. While the return of Force mode is nice, it gets pretty repetitive and something totally new would have been cooler.

Part of the problem is that Virtua Fighter 4 took a page right out of Tekken's own book of "innovative bonuses that delight gamers," setting standards in the field with an in-depth tutorial mode, hundreds of unlockable secret [illegible]ems, and a deep character building element. Tekken 4 does include a training mode, but it's the same basic practice session seen countless times now. The end effect is that you don't have as many incentives to play the game with more than one [illegible]cter repeatedly, diminishing the replay value.

PROTIP: The damage from King's combo throws has been reduced for better balance, so don't bank on them to dominate a match.

King of the Iron Hill

The competition among PS2 fighting games this year is fierce, and Namco's champ has lost a few steps. There's just a lot less to unlock and explore gameplay-wise compared to the competition, a fact that may leave players hungry for more. VF4 was a monumental leap forward for Sega's series and it certainly wins out in the final point totals, but arguably this is an apples-to-oranges comparison. Gamers craving Tekken's particular style of hard knocks will still greatly enjoy this latest installment's fancy visuals and visceral combat. No other fighter plays quite like Tekken 4, and the changes to the play mechanics are not so overt as to alienate the faithful.

Check out this issue's Fighter's Edge for Tekken 4 strategies!

PROTIP: Marduk is deadly in close quarters but very slow. Use speedy characters like Julia who can pour on the pressure.

PROTIP: You can use uneven heights in levels to your advantage, but it's very slight and dependent on the match-up.

PROTIP: You can unlock the Dojo stage that Jin practices in during the intro by finishing Force mode.

GRAPHICS 4.5

Tekken 4's sharp, clean presentation doesn't suffer from the jagged, aliased look of other PS2 games. Animations are smooth and noticeably improved over those of previous installments.

SOUND 4.5

The use of dialogue greatly enhances the personalities within the Iron Fist Tournament and adds to the overall value. Solid voice-acting and sound effects complement an energetic soundtrack.

CONTROL 5.0

Gameplay is pure Tekken all the way with an exciting array of attacks and new characters that introduce styles not yet seen in the series. Negotiating around and against walls and obstacles also opens up tons more strategy.

FUN FACTOR 4.5

Tekken 4 strikes a fine balance with new gameplay ideas and the tried-and-true formulas that have made it a perennial favorite. The series could use a bit more depth and original features, but its pedigree as a top-ranked fighter remains intact.

PROTIP: All characters can perform a grab move that switches their positions to escape being trapped against a wall.

PROTIP: Unlock Violet by beating the game with Lee and then pressing ○ when selecting Lee.

PROTIP: Some obstacles like this statue can break away and add damage to the opponent slammed into it.

Neverwinter Nights

BY DUNJIN MASTER

- Developed by BioWare
- Published by Infogrames
- $54.99
- RPG
- 64 players
- Available now

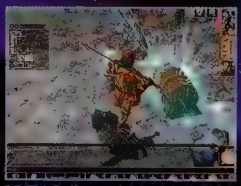
ESRB: T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	5.0	4.5	4.5

Recommended System Specs
Windows 98/ME/2000SP2/XP
Pentium III 800
256 MB RAM
2.0 GB on HD

PC RPG fans can now breathe again. Neverwinter Nights is finally on shelves, and for PC *Dungeons & Dragons* fanatics, it was definitely worth the wait.

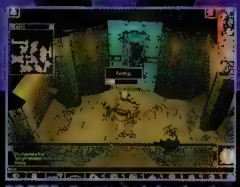
PROTIP: You'll have to find a Bloodsailor uniform if you want to get into their hideout in Chapter One. Luckily, they're not that hard to find on dead Bloodsailors.



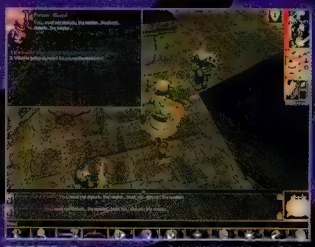
PROTIP: If your character can't pick locks, you can find someone who can. It's a good idea to team up with Bodyknock Glinckle, a sorcerer with the lockpicking Knock spell.

Unlimited Adventures

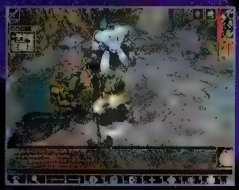
While Neverwinter Nights ships with a deep, engaging single-player module, that story is only one of thousands of possible adventures for your characters to experience. With Neverwinter Nights, you can play as many diverse stories as you and your friends can come up with.



PROTIP: Get into the habit of resting before every strange door or large, unexplored room. If there's a big baddie in there, you'll want all your health and spells available.

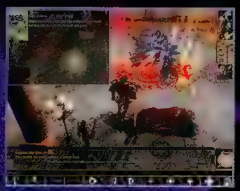


PROTIP: If you see a word highlighted in red in dialog, that response will check a skill when you use it. Generally, these are the best responses to try in conversation.



PROTIP: A powerful fighter-type character can get in there and mix it up with the bad guys at close range. Rogues, bards, and magic-types will want to keep their distance.

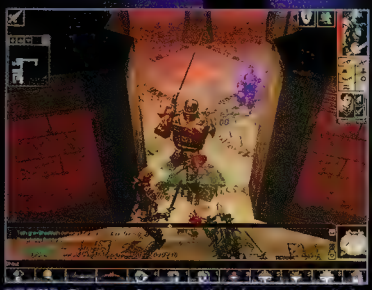
You see, Neverwinter Nights is less a game and more a toolset for designing games of your own. BioWare has provided you with the equipment to make your own game however you want. Want a simple arena with a dragon? Easy—just tell the toolset how big to make the room, and then drag a dragon in the middle. You could craft a deep story of your own with princesses and priests and wizards and orcs and dungeons and so on. There's no reason why skilled players couldn't create a homemade module that's as good as, if not better than, the one shipped with the game.



PROTIP: You'll face all sorts of moral challenges in the game. Doing things like freeing this demon won't enamor you to the public.

Neverwinter Nuts 'n Bolts

RPGs have always sacrificed presentation in favor of story, but Neverwinter Nights doesn't make that trade-off. The game looks absolutely gorgeous; characters are lively and colorful when needed, and vile and hideous when required. The areas you'll wander through suffer a bit from the modular nature of the maps (the landscape is built in pieces, and it shows), and the characters seem low in detail when looked at too closely. The sound in this game is untouchable; screams heard in the background of a zombie-infested district and the voices of cavorting patrons in taverns really do a lot to make the experience seem more real. Neverwinter Nights is easily as close as anyone's ever come to faithfully bringing *D&D* to the PC. Even tricky details like Attacks of Opportunity and clerical domains have translated well with few major changes. Gamers into *D&D* for the numbers and the rules will be pleased with Neverwinter Nights.



PROTIP: The Cleave feat means that whenever your attack kills something, you get a free attack on someone nearby. Fighter-types should always try to get this feat.

It's Your World Now

For PC RPG fans with dreams of game design, Neverwinter Nights is a must-get. With a solid, gorgeous base game design and scores of community talent waiting to create free content for the game, it will easily replace all but the best PC RPGs on your hard drive.

GRAPHICS 4.5

Easily the best of any third-person RPG on the PC, the graphics suffer somewhat from low detail when zoomed in. If there were a 4.75, Neverwinter Nights' graphics would get it.

SOUND 5.0

From great ambient music to the clear, atmospheric use of sound effects and voices, Neverwinter Nights is a treat for the ear. Your PC's speakers will thank you.

CONTROL 4.5

Nearly perfect control is marred only by the sheer amount of things you can do. Tons of hotkeys keep things from getting too confusing, but you'll still have to pause the game to issue certain commands in combat.

FUN FACTOR 4.5

Neverwinter Nights offers more multiplayer options than you'll likely ever use combined with a single-player experience that's wonderful but somewhat typical. Still, it's the best PC *D&D* game ever, bar none.

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XBOX

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PHANTAGRAM INTERACTIVE

Genki

Doom III

BY THE MAN IN BLACK

- Developed by id Software
- Published by Activision
- Target release date: Second Quarter 2003

WINDOWS 95/98

FIRST LOOK

THE DOOM III demo had 'em jumping out of their seats at the Electronic Entertainment Expo in May. Although details at this time are scant at best, it's clear that Doom III will stick to the original story. In the year 2145, the Union Aerospace Corporation is conducting some sort of teleportation experiment on Mars. In the demo build, a weird-looking scientist crept furtively around the facility. He tossed a switch and...well, you know the rest—wraith-like skeleton heads flew out of a teleporter and straight into the bodies of all the Marines on guard, turning them into fatigue-clad demons.

FIND OUT MORE ONLINE

You'll become the lone survivor in a first-person–perspective world of trouble. A pistol, a shotgun and a machine gun supplied the firepower in the preview version, and several types of creatures were revealed as the targets, but it's not definite what will show up in the final game—bloated zombies lumbered down the halls, but demon dogs and a weird four-legged Alien-type thingie charged down the corridors with terrifying speed. With Doom III, all hell's breaking loose...again!

DX2: Invisible War

BY D-PAD DESTROYER

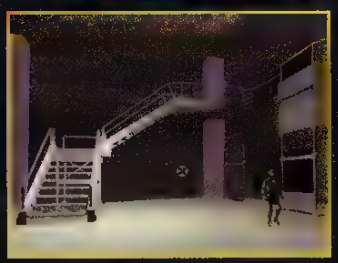
- Developed by Ion Storm
- Published by Eidos
- Target release date: 2003

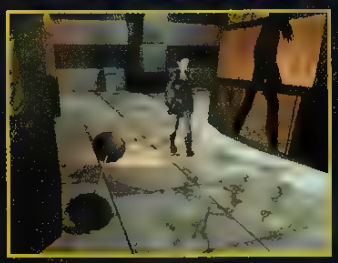
WINDOWS 95/98

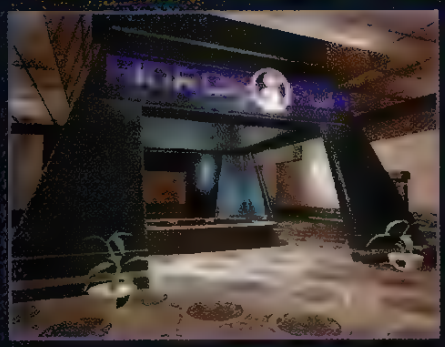
FIRST LOOK

FIND OUT MORE ONLINE

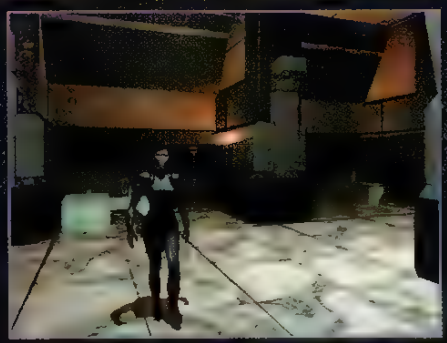
THE ORIGINAL DEUS EX is almost unanimously known as one of the best PC games of all time, and its sequel already looks like it's headed in that direction as well. It's a few years after the adventures of J.C. Denton, and J.C.'s "brother," Alex, finds himself similarly embroiled in conspiracy. This time, however, nano-augmentations will be as commonplace as plastic surgery is in our time, and so Alex will have his hands full fending off similarly augmented enemies.

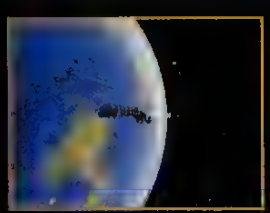






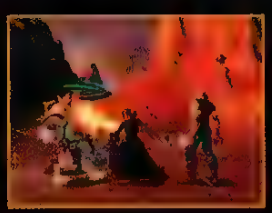
The technology behind this title is simply stunning. Ion Storm has stripped the new Unreal engine and inserted its own physics code, so every object in the game will have realistic behavior. This means you'll be able to kick over lamps and hide in the shadows that you made, build hiding places out of furniture, and more. DX2: Invisible War will also be a lot more intuitive for casual gamers than the stat-crunching Deus Ex, so it will be more accessible for players who don't like all that adding and subtracting nonsense.



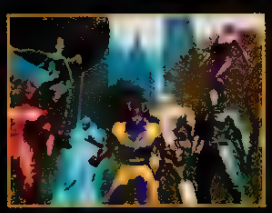


Freelancer
PC
Microsoft/Spring 2003

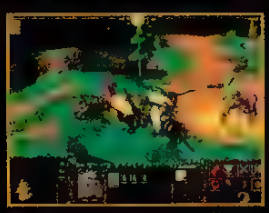
Counter-Strike: Condition Zero
PC
Sierra/Summer 2002



World of Warcraft
PC
Blizzard/2003



City of Heroes
PC
NC Soft/2003



Warcraft III: Reign of Chaos
PC
Blizzard/Summer 2002

BY DAN ELEKTRO

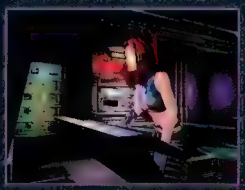
- Developed by Legend Entertainment
- Published by Infogrames
- Target release date: Fall 2002

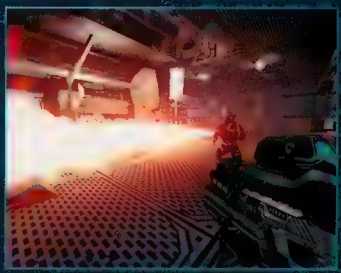
Windows 95/98

UPDATE

Unreal II: The Awakening

As a complete official sequel, Unreal II will put players in the role of a cop on a rescue mission to find lost colonists...until a war breaks out and he finds himself stuck in the middle of it. The single-player–only game will feature over 30 levels spread across 13 missions with lots of outdoor spaces in which to run and shoot. Perks will include 14 weapons—six types of grenades alone—and enemies smart enough to seek cover in a fight. Unreal II will supposedly run on systems as slow as 600 MHz with a GeForce card.





BY D-PAD DESTROYER

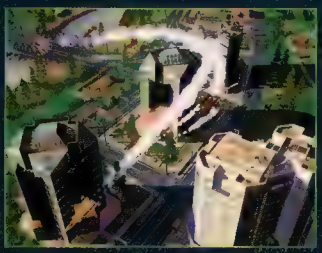
- Developed by Westwood Studios
- Published by EA Games
- Target release date: Fourth Quarter 2002

Windows 95/98

FIRST LOOK

Command & Conquer Generals

With Command & Conquer Generals, Westwood will bring the C&C series into 3D, and create a completely new backstory and gameplay philosophy to boot. This time, you'll play as either the USA, China, or the Global Liberation Army (GLA), a terrorist organization bent on enforcing its own brand of justice. America's units will focus on high-tech hardware; China will use its superior human numbers to its advantage; and the GLA will use little more than its wits and cheap weapons to get its way. You can look for more on this new C&C title as it develops.



BY D-PAD DESTROYER

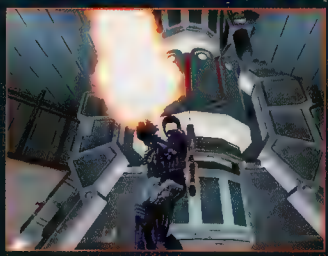
- Developed and published by Sony Online Entertainment
- Target release date: Fall 2002

Windows 95/98

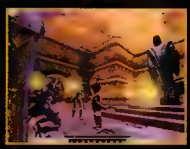
FIRST LOOK

PlanetSide

Don't think that RPG fans get all the online fun; Sony Online is about to change that with the first massively multiplayer first-person shooter, PlanetSide. In PlanetSide, you'll align yourself with one of three global empires and fight with thousands of other players, using guns, tactics, and vehicles. You'll have to explore to find and capture bases, which will give your side a foothold in enemy territory. If you're not into shooting, you'll be able to play as a pilot, driver, or even a general, enabling you to command troops and rise in prestige.



Tom Clancy's Rainbow Six: Raven Shield
PC
Ubi Soft/Fall 2002



Asheron's Call 2
PC
Microsoft/Winter 2002

TRON 2.0
PC
Disney Interactive/Spring 2003

Hitman 2: Silent Assassin
PC
Eidos/September

Battlefield 1942
PC
EA Games/Summer 2002

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EverQuest II

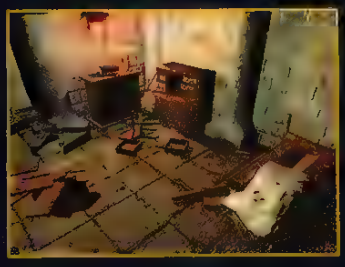
BY DUNJIN MASTER

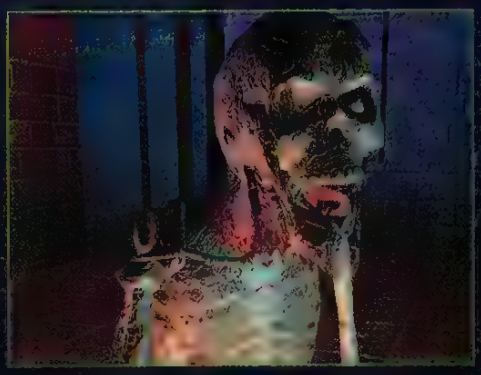
- Developed and published by Sony Online Entertainment
- Target release date: Fourth Quarter 2003

Windows 95/98

FIRST LOOK

It's been over three years since the launch of the groundbreaking original EverQuest, and now Sony is ready to show EverQuest II. Set in Norrath's future, EQII will be a huge step forward with more intuitive gameplay, more tactical combat, a branching character development system, and a tradesman class that enables peaceful players to advance without combat. The sequel will also feature player-owned boats, horses, and even real estate, so you'll have a place to call your own.





Age of Mythology

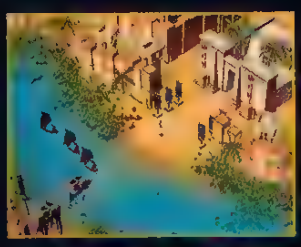
BY DUNJIN MASTER

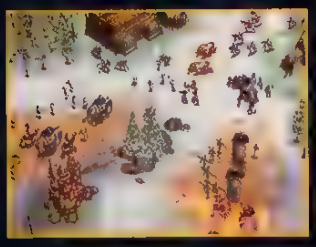
- Developed by Ensemble Studios
- Published by Microsoft
- Target release date: October

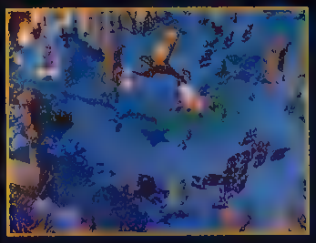
Windows 95/98

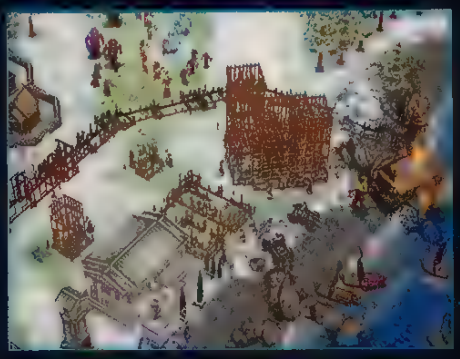
FIRST LOOK

Ensemble Studios, creator of the fabulous Age of Empires and Age of Kings games, hopes to put you in a more whimsical state of mind with Age of Mythology. You'll choose from among the Norse, the Greeks, and the Egyptians, each with their own building types, unit types, and mythologies to plunder. You'll plan sieges that feature archers and swordsmen standing alongside griffons, giants, or giant scarabs as you fight for dominance over a mythical world and choose mythological gods to lend their power to you on your epic campaign.









Star Wars Galaxies: An Empire Divided

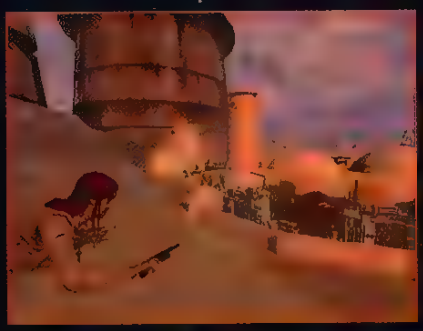
BY STAR DINGO

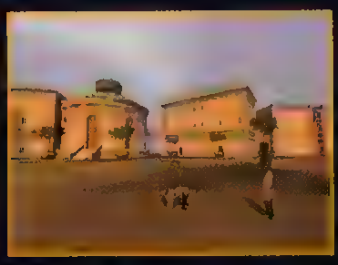
- Developed and published by LucasArts
- Target release date: December

Windows 95/98

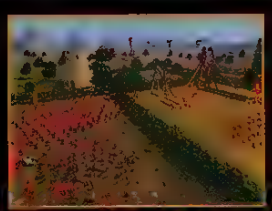
FIRST LOOK

Become an Imperial diplomat. Take sides with the Rebel scum. Herd nerfs as a Mon Calamari ex-Jedi hermit. Hey, anything's possible with Star Wars Galaxies: An Empire Divided, LucasArts' ambitious "EverQuest with Wookies" MMORPG project with Sony Online. At launch, Galaxies will feature nearly a dozen enormous planets from the *Star Wars* universe, eight races, and a ridiculously customizable character generator. Also in the works: an Earth & Beyond–like Galaxies space expansion for 2003 and a potential Xbox version for some time far, far away. Say goodbye to your friends now—chances are you won't see most of them 'til it's time to line up for *Episode III*.

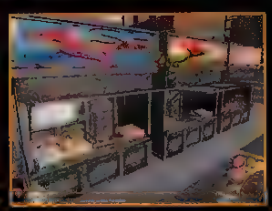




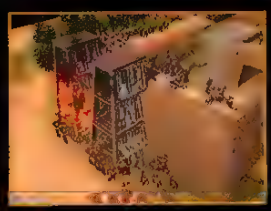
Star Trek Elite Force II
PC
Activision/2003



Medieval: Total War
PC
Activision/September



Republic: The Revolution
PC
Eidos/Fall 2002



Praetorians
PC
Eidos/Fall 2002

SWAT: Urban Justice
PC
Sierra/September

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Bet virtual cash on your team then use the winnings to buy new gear.
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The game,
my reputation
and two C-notes on the line.

ACTIVISION.

activision.com

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TEEN T CONTENT RATED BY ESRB
Gambling
Strong Lyrics

PlayStation.2

XBOX

GAMECUBE

BLACK OPS

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Blast tracks by DMX, Ludacris and Xzibit
Featuring styles by:
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ecko unltd.
roca wear
triple five
dvda

EVERYONE
E
CONTENT RATED BY ESRB

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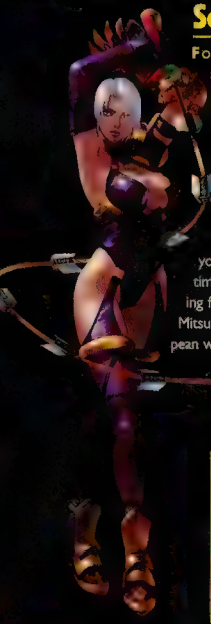
Soul Calibur II



BY MAJOR MIKE

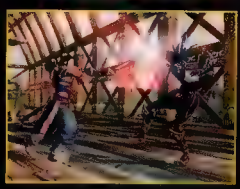
- Developed and published by Namco
- Target release date: Summer 2002

ARCADE

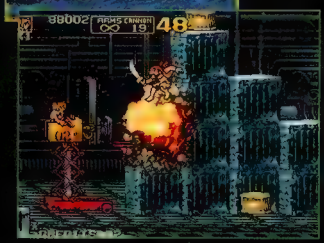
FIRST LOOK

FOR EVERY SUCCESSFUL game, there's an inevitable sequel, so it comes as no surprise that Namco's next fighting game will be Soul Calibur II, successor to the 1998 arcade brawler that later became one of the crown jewels for the short-lived Dreamcast. Soul Calibur was notorious for its intricate 3D play system and weapons-based combat. Soul Calibur II will replicate the original's fighting system but with a few additional tweaks. Characters will be able to counter incoming attacks while moving, and walls will be present on some fighting stages.

Soul Calibur II will feature 13 fighters in the initial lineup, but you can bet there will be hidden ones that gradually appear via time release or some other unlocking system. Among the returning fighters—Astaroth, Taki, Ivy, Voldo, Xianghua, Kilik, Nightmare, Mitsurugi, and Maxi—will be some new characters: Rafael, a European with a rapier; Cassandra, Sophitia's sister; Yunsung, a swordsman who resembles Hwang; and Talim, a female fighter who carries two swords. Console versions of Soul Calibur II aren't slated to appear until next year, but the game should be in arcades now.



Metal Slug 4



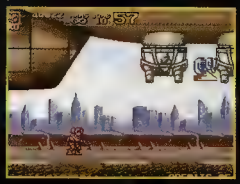
BY DAN ELEKTRO

- Developed by Mega Enterprise
- Published by SNK NeoGeo USA
- Target release date: Summer 2002

ARCADE

FIRST LOOK

THERE ARE SIDE-SCROLLING shooters, and then there's Metal Slug! One of the most beloved and gorgeous action games of all time is rumbling into arcades for its fourth episode. Two new soldiers, Nadia and Trevor, will join classic heroes Marco and Fio as they take on General Morden's new terror organization, Amadeus. The game will feature six new Slug vehicles, including a walking machine, a mobile rocket launcher, a forklift, and a motorcycle with a sidecar. It's out now—if your local arcade doesn't have it, ask for it!



Naughty little bears

www.haribo.com

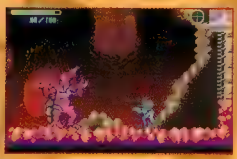
Metroid Fusion

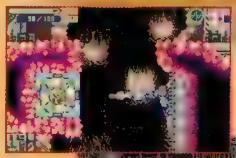
BY STAR DINGO

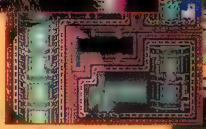
- Developed and published by Nintendo
- Target release date: November

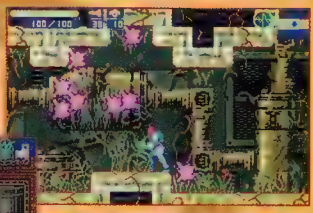
GAME BOY ADVANCE

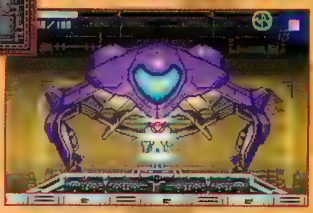
FIRST LOOK











IF THE FACT that Metroid Prime is a first-person shooter is still causing you mental distress, fret not, fearer of change! Metroid Fusion for the GBA will be forged in the timeless 2D tradition of the Super NES–era Super Metroid, brought to life by the same team that created the original games.

In this all-new chapter of the Metroid chronicles, Samus has been rendered unconscious by a mysterious parasitic life form while on her way to Planet SR388. She awakens to find herself wearing some funky new blue armor on a planet where pulsating hover-globules grant her energy if she absorbs them or turn into unpleasant aliens if she lets them float around too long. Mysterious, yes…but more mysterious still is what transpired at the end of the Metroid Fusion E^3 demo: Blue Samus met what appeared to be another Samus wearing the traditional yellow and red suit. Is Blue Samus some sort of mutant attack clone? Is her life but a David Lynchian parasitic dream? Does Nintendo have some sort of Metroid GameCube-GBA link planned that it's not telling us about? *What does it all mean?!*

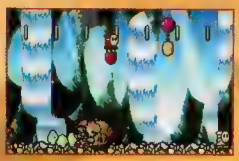
Yoshi's Island: Super Mario Advance 3

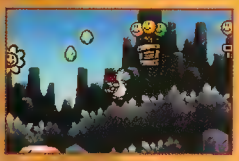
BY STAR DINGO

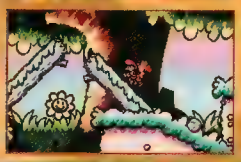
- Developed and published by Nintendo
- Target release date: September

GAME BOY ADVANCE

FIRST LOOK

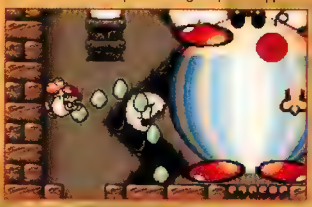


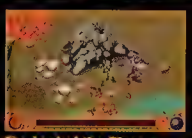




BEWARE THE WRATH of the adorable, life-consuming, baby-stealing thunder lizard! This sequel to Super Mario World is the latest game in the retro Super NES library to get the Game Boy Advance treatment, complete with all the crazy Crayola colors and Super FX chip–enhanced morphing wackiness that made it one of the most unique-looking and technically impressive SNES games ever released.

In a twist on the Mario series, Yoshi's Island will put you in direct control of Mario's lovable lizard sidekick (rather than the standby Italian plumber himself) who's charged with keeping Baby Mario on his back as he journeys to rescue mini-Mario's twin brother from a disreputable magikoopa kidnapper. To aid in the infant liberation effort, Yoshi will be able to morph into a number of different animals as well as jump, stomp, and consume his foes with his prehensile tongue…and then metabolize them into eggs that he can hurl at enemies too far out of reach to devour. Yes, the Mushroom Kingdom is a magical place, indeed.





The Lord of the Rings: The Two Towers
Game Boy Advance
EA/Fall 2002

Madden NFL 2003
Game Boy Advance
EA Sports/Summer 2002

Rayman 3: Hoodlum Havoc
Game Boy Advance
Ubi Soft/Fall 2002

Spyro 2: Season of Flame
Game Boy Advance
Universal Interactive/Fall 2002

Silent Scope
Game Boy Advance
Konami/September

Mega Man.EXE and his pal Lan are back...

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GAME BOY ADVANCE

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Castlevania: Harmony of Dissonance

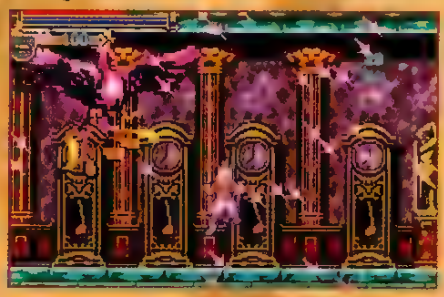
BY MAJOR MIKE

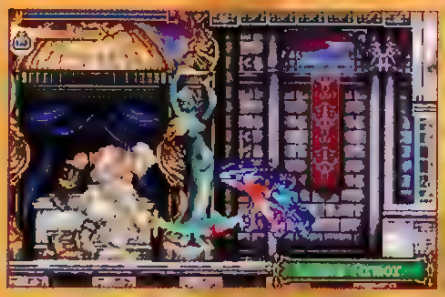
- Developed by KCET
- Published by Konami
- Target release date: September

Game Boy Advance

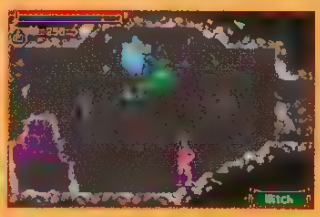
FIRST LOOK

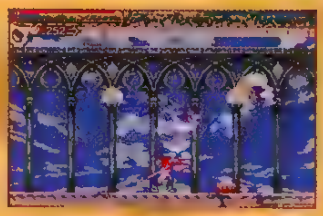
CASTLEVANIA: CIRCLE OF THE MOON was one of the biggest hits for the Game Boy Advance, and Konami is looking to continue the success of the Castlevania franchise with Harmony of Dissonance. Dissonance will take place 50 years after the events of the very first Castlevania game and will follow the latest whip-toting vampire hunter, Juste Belmont.

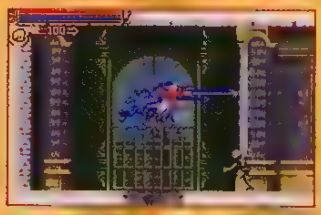


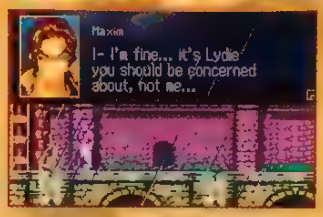


Dissonance's 2D sprite graphics will be supplemented with a host of unique character abilities, such as a Spell Fusion system that enables Juste to combine items and weapons in order to create new attacks. Visually, the game promises to be easier on the eyes than Circle was since much of Dissonance's activity will take place in brighter environments. A "Quicksave" feature will also be implemented, enabling you to save your game on the fly. It's also worth noting that the same team that made Symphony of the Night for the PlayStation is developing Dissonance.









Contra Advance

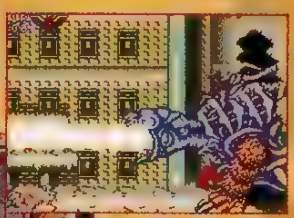
BY MAJOR MIKE

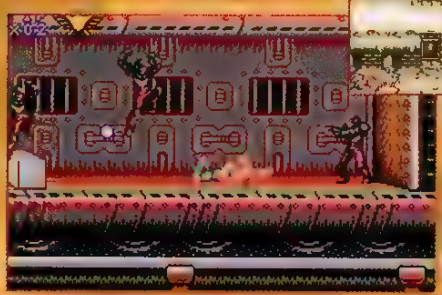
- Developed and published by Konami
- Target release date: November

Game Boy Advance

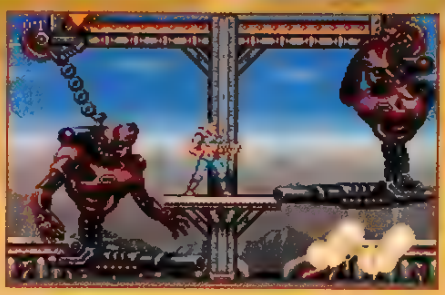
FIRST LOOK

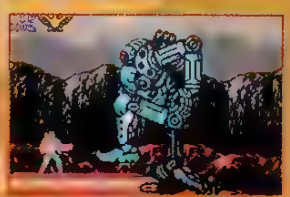
CONTRA ADVANCE is a port of the classic 16-bit Super NES game, Contra III: The Alien Wars. However, this handheld incarnation of Contra will include brand-new levels and enemies (which, oddly enough, look as if they were lifted from the sole Genesis Contra game, Hard Corps).

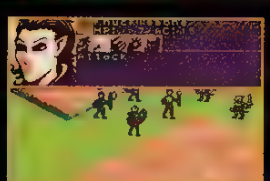




Contra III was one of the top titles for the Super NES because of its fast-paced, nonstop action, and Contra Advance looks as if it's lost none of those trademark attributes in its transition to the small screen. Playing as one of the last human survivors of a devastating alien attack, you'll blast hordes of aliens via 2D side and overhead views with everything from homing missiles to flame throwers. Contra Advance will also feature two-player simultaneous play via link a cable. Now if Konami could only bring Super Castlevania IV to the Game Boy Advance....

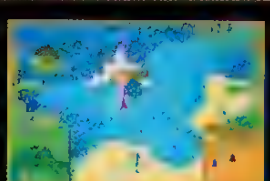






Dungeons & Dragons: Eye of the Beholder
Game Boy Advance
Infogrames/Fall 2002

Yu-Gi-Oh! Dice Monsters
Game Boy Advance
Konami/Fall 2002



Air Force Delta Storm
Game Boy Advance
Konami/September

Phantasy Star Collection
Game Boy Advance
THQ/Spring 2002

Kirby (working title)
Game Boy Advance
Nintendo/Winter 2002

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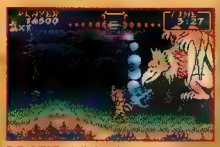
PlayStation.2

Super Ghouls 'N Ghosts

BY STAR DINGO

- Developed and published by Capcom
- $29.99
- Available September
- Action
- 1 player

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	5.0	4.0	3.5

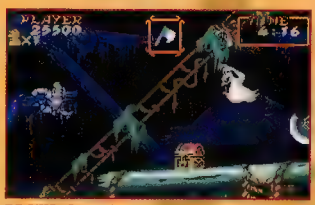


PROTIP: While it's tempting to abuse magic, remember that using it freezes you in place for a few seconds, leaving you open to attack.

IF YOU LIKE playing old SNES games on your GBA but have been saddened by the lack of really, really, really, really, really stupidly hard ones, here cometh your manna from heaven. Super Ghouls 'N Ghosts is a perfectly faithful re-creation (slowdown and all) of one of the most stupidly hard SNES games ever made. And now, as a bonus for connoisseurs of a finer sort of torture, there's even a remixed "Arrange mode" that works in levels from the game's prequels with the difficulty level ramped up beyond even the original version's. Thank the blighted bird god for the new mid-game save feature, which saves not only your progress, but also your general good will toward man.

Precision-crafted level layouts (that often require rote memorization in order to succeed), music that's the video game equivalent to Beethoven's Ninth, and one of the best lineup of weapon power-ups ever conceived are what make Super Ghouls 'N Ghosts so good, though you should be warned: While Arthur controls pretty precisely, he's kinda slow and predates the dawn of the floaty mid-air jump control we're used to in our cushy modern next-gen games.

Still, while Super Ghouls 'N Ghosts is a classic and all, the novelty of owning a portable SNES emulator is starting to wear a little thin. How tough would it have been for Capcom to craft a whole-new Ghouls 'N Ghosts adventure...especially given that there's an all-new Metroid title and a *second* brand-new Castlevania on the way?



PROTIP: Reveal hidden chests by jumping off seemingly pointless ledges then double-jumping back to safety.

Car Battler Joe

BY FENNEC FOX

- Developed by Ancient
- Published by Natsume
- $29.99
- Available August
- Action/RPG
- 4 players

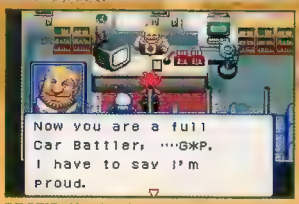
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	4.5	4.0

LIFE AFTER THE apocalypse doesn't have to be so dreary. Look at Car Battler Joe, which takes *The Road Warrior* and gives it a shiny anime feel that makes it all look attractive. Playing as rookie driver Joe Todoroki, you must traverse a network of highways and villages in search of your father, blowing up bandit cars for money to upgrade your car.

Doesn't sound like anything special, right? The thing is, the developers at Ancient took this tired formula and made it seem fresh all over again with its presentation. The anime-style graphics are colorful (if bland in the 3D sections), and the soundtrack is so energetic and brassy it wouldn't be out of place in a *Powerpuff Girls* episode. Controlling Joe's car feels odd at first but becomes much tighter once you find some better parts.

Car Battler Joe really doesn't do anything new or original with either of the genres it combines. Indeed, the game's story is pretty weak compared to those of most other portable RPGs. It's easy to forgive its flaws, though, because it's a fun, fast-paced action/RPG that's practically brimming with happy energy. It's easy for a game to have a weird premise—it's far more rare for a game to be both this strange and this good.

PROTIP: Try to keep one long-range, one short-range, and one rear weapon equipped. Otherwise, you'll have to turn around to target some enemies.



PROTIP: Has the plot stalled? Try spending some time upgrading your garage and running jobs. Once you have the mobile garage, the game should pick up again.

Pocky & Rocky with Becky

BY FENNEC FOX

- Developed by Altron
- Published by Natsume
- $34.95
- Available September
- Action
- 1 player

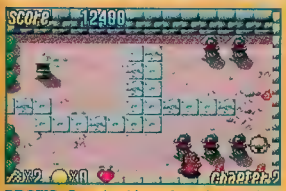
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	4.0	2.5

GHOSTBUSTERS? HAH! EVERYBODY knows that real occult extermination is done with a stack of cards and some leaves. Just look at Pocky and Rocky (and Becky)—in this action shooter inspired by the closet SNES hit, they must rapid-fire their odd choice of weaponry through seven stages of Japanese demons, each with your typical gigantic boss at the end.

Presentation-wise there's little to moan about. The graphics are lovingly drawn and full of cutesy characters, and the music is annoyingly catchy in the same inscrutable way many 16-bit soundtracks were back in the day. There is one noticeable design flaw: When you pause the game, all the characters and enemies are temporarily removed from the screen. As a result, if you happen to pause while the screen is filled with enemies, you'll likely get killed instantly upon return by some ghost you forgot about.

The main problem, however, is one of longevity: Most players will finish this game in one sitting, and the hidden expert mode is just the same thing over again with more enemies. The lack of a two-player cooperative mode—one of the features that made the original so, well, original—is also puzzling. SNES gamers will get all teary eyed with this one, but others might have a little trouble seeing what the fuss is about.

PROTIP: Beating this snow lady is simple if you remember to keep your distance from her. Her icicle blasts "explode" for a while before disappearing.



PROTIP: Every level has a fair selection of hidden power-ups and other goodies. Try shooting everywhere, especially corners and crevices, to find them.

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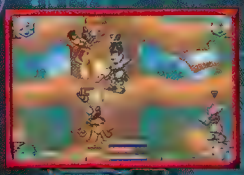

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Super Mario Sunshine

BY BROTHER BUZZ

- Developed and published by Nintendo
- Target release date: August

GameCube

UPDATE

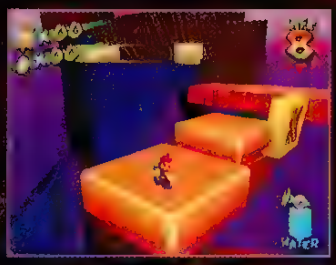
MARIO MIRED IN MUCK

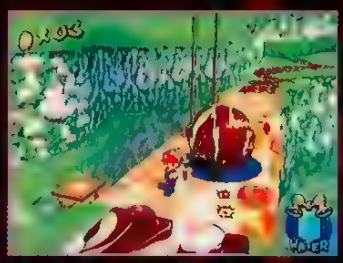
FIND OUT MORE ONLINE

Mario's been absent from the console game scene for a long time, but Nintendo is preparing to prove that his return will be well worth the wait. Super Mario Sunshine will be a 3D action/adventure game in the classic Mario...er, mold. You see, the story will find the plucky plumber vacationing on a tropical isle that's mired in a foul mess of polluting goo.

Mario will clean up a massive, richly colored island environment that looks bright and cheery (even covered with the offending muck) with jungle, aquatic, and in-town areas. Mario will be joined at times by old pals Princess Peach and Toad. And, yes, Yoshi and Mario will team up to kick tail versus a weird assortment of crazy-looking creatures.

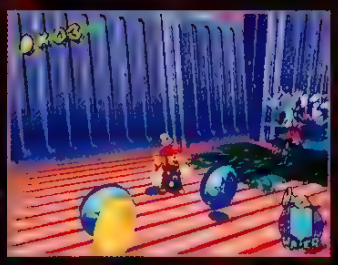
Super Mario Sunshine will see Mario fighting to save paradise from vile pollution...and his evil twin!

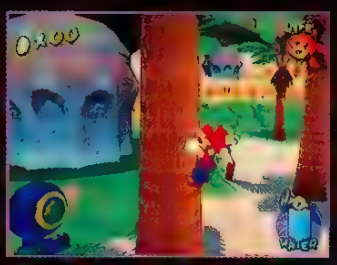




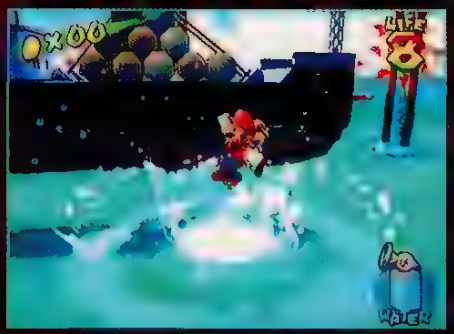
SUNSHINE SUPERMAN

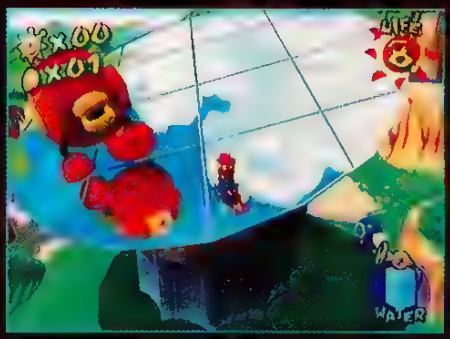
Sunshine's gameplay will feature the old and the new. Mario will wield his classic jump and double jump, and he'll be able to leap back and forth up walls. The early build also showed off nice 360-degree moves that included a back flip and a flip to the side by simply toggling the analog stick. Moreover, Mario will be able to slide on his belly when he encounters goo.





The Plumber's helpers will also find changes in Mario's martial arts. Of course, he'll retain his butt stomp; but he'll also pack a wicked water cannon, which you'll use to wash away the goop. The preview version revealed that aiming the cannon downward enabled Mario to hover and then clean away surfaces on the move as you guided him with the analog stick.

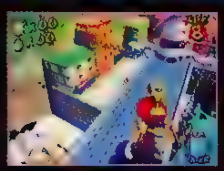


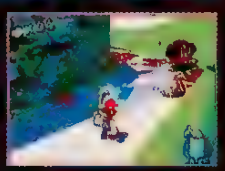


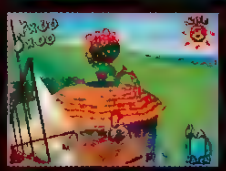
HE'S BAAACK!

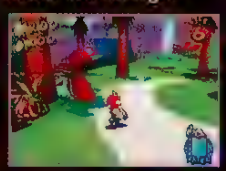
Sunshine's water-spraying antics should be pretty cool. You'll drown gigantic piranha plants by filling their mouths with water or blast away individual pieces of huge segmented creatures. Hosing off gunk-covered objects will also reveal hidden creatures and items.

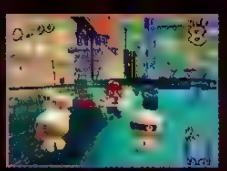
Super Mario Sunshine will kickoff a series of Nintendo first-party GameCube titles. So far, it looks like it may have found the perfect lead-off hitter. That's-a-right.











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The Legend of Zelda

BY DAN ELEKTRO

- Developed and published by Nintendo
- Target release date: February 2003

GameCube

FIRST LOOK

THE LEGEND OF THE LEGEND OF ZELDA

While it was battling for attention alongside the newest Mario and Metroid games in Nintendo's E³ booth back in May, it's fair to say that The Legend of Zelda garnered the most attention. Everybody wanted a glimpse of the game's already infamous visuals—a cel-shaded, animated look that some gamers quickly dismissed as "kiddie," "cartoonish," and "stupid" after the first preview images (from the Japanese Spaceworld show) appeared last fall. Designer Shigeru Miyamoto has been defending his creative choice ever since, asking fans to reserve judgement until they experience the final product.

The E³ version featured a frame rate so high and animation so smooth that it truly rivaled (and resembled) film animation. The style mixes the angular aspects of *Disney's Hercules* with the creepy character design of Tim Burton's *The Nightmare Before Christmas*. Color, shading, and facial expressions combine to convey an impressive depth of emotion. In a sea of upcoming cel-shaded games, Zelda manages to stand out.

It's brilliant! It's blasphemy! The fan-waged battle about The Legend of Zelda's new direction will rage on until February, but early signs are already excellent.

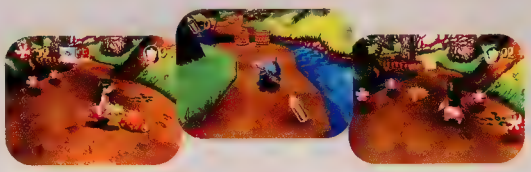
A LINK TO THE FUTURE

Link's latest adventure will find him peacefully enjoying life on a small island…until an enormous bird swoops down and grabs his little sister. Link follows as the bird flies away, and his rescue mission—now your rescue mission—begins. The gameplay will be similar to that of the N64 games—plenty of puzzles mixed with creature combat—but some enhancements are in the works, too. An improved inventory system is among them; there will be no more pausing the game to get to your goods. Combat will be straightforward, focusing on the controller's A and B buttons.

No matter how you feel about Shigeru Miyamoto's new visual direction for The Legend of Zelda, this much is undeniable: The game is going to have a huge impact upon its release in February, and it could well wind up defining the GameCube.

YOU'VE NEVER HAD A PET LIKE THIS.

Let's just say he's not your normal pound puppy. Then again, she's not exactly your normal owner. She's Lilo, a feisty little surf betty with 'tude to spare, and he's Stitch, a two-foot genetic alien experiment on the run. She was just looking for a pet. She ended up with an alien with a knack for destruction. Making mischief on the beautiful island of Hawaii is what it's all about. Lilo likes to use her voodoo wand, whereas Stitch, well, he just likes to smash everything in his path. Good luck enforcing leash laws with this pair.



Disney's Lilo & Stitch

PlayStation

Disney Interactive

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

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Resident Evil 0

FIND OUT MORE ONLINE

BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: November

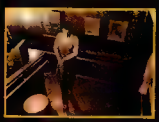
GameCube

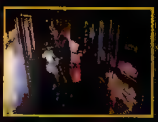
FIRST LOOK

TERROR TRAIN

Rather than add another sequel to the Resident Evil series, Capcom's next franchise installment will be a prequel to the very first RE game—hence the suffix, 0. As the first all-original RE title for the GameCube (it was initially developed for the Nintendo 64, but that version was scrapped), 0 will tell the story of S.T.A.R.S. Bravo team medic Rebecca Chambers through events that occurred before the first Resident Evil game. After their helicopter crash-lands in a forest near Raccoon City, the S.T.A.R.S. Bravo team discovers an overturned truck and several dead navy officers. The team is then ordered to find Captain Billy Cowen, who was traveling with the officers and isn't among the dead. The Bravo team's search quickly leads to a freight train that's filled with zombies, mutated dogs, and other monstrous Umbrella creations...

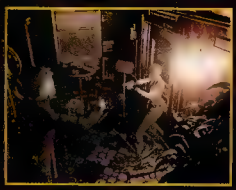
Resident Evil 0 will tell the story of Rebecca Chambers and how she wound up in the Spencer Mansion of the first Resident Evil game.

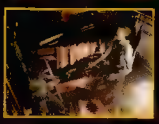


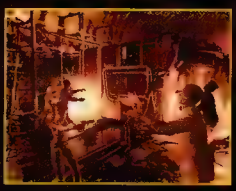


WHAT'S NEXT—"RESIDENT EVIL-1"?

So what could possibly be new in this latest Resident Evil game? For starters, this version won't feature item boxes. In 0, you'll be able to drop items anywhere you want and collect them at that same location at any time. The other new key feature will be "Partner Zapping," which will enable you to switch between controlling Billy and Rebecca on the fly; however, you'll have to use care when moving between the two characters because if either Billy or Rebecca are killed, the game will end. When the uncontrolled character is attacked, they'll send a distress call to the one currently under the player's control. Teamwork will also play an important part in the game as the two characters will unlock doors for each other and work together to solve puzzles.







GROUND 0

Graphically, RE0 will retain the prerendered background scheme that has become a trademark of the Resident Evil series, but you can also expect the graphics to be as good as—if not better than—those featured in the first Resident Evil GameCube adventure. 0 promises to consume a hefty share of time, too, since its story will unfold over two discs.

Disney's
Stitch
EXPERIMENT 626

STITCH IS ON THE LOOSE.

Bad dog! Dog? It's going to take a lot more than a couple of inches of reinforced steel to hold back Stitch, a pint-sized fighting machine who lives and breathes mayhem. There's nothing he enjoys more than exploring new paths and destroying everything in them. He doesn't hide behind boulders. He throws them. Help him solve puzzles and blast enemies with a weapon in each of his four hands. (Did we mention he's a genetic alien experiment out of control?) With power like this, it's easy to go through walls. And a heck of a lot of chew toys.

EVERYONE
E
Comic Mischief
Violence
CONTENT RATED BY ESRB

Disney INTERACTIVE

PlayStation.2

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The Lord of the Rings: The Two Towers

FIND OUT MORE ONLINE

BY AIR HENDRIX

- Developed by Stormfront Studios
- Published by EA Games
- Target release date: November

PlayStation 2

FIRST LOOK

A great movie license swiftly converted into a great game? It sounds like a task too daunting for even the noblest hobbit, but with The Two Towers, EA has some powerful magic at work.

One Ring to Rule Them All

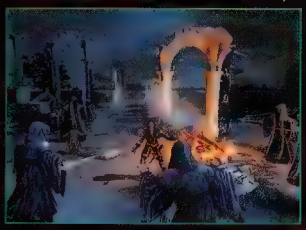
With a property as beloved as J.R.R. Tolkien's classic *The Lord of the Rings* saga, it'd be a travesty to crank out the customarily crappy movie-to-game conversion. Fortunately, judging from the E^3 demo, The Lord of the Rings: The Two Towers is shaping up into a fine game. Based on Peter Jackson's acclaimed movies (not the books, which are a separate license and separate set of games by Sierra), Two Towers will deliver 16 levels of third-person combat and five boss battles against the likes of Saruman and the cave troll. Sadly, there won't be a multiplayer mode.

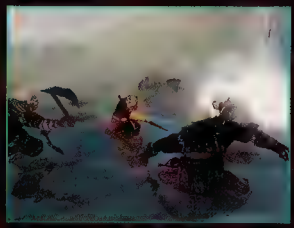
Although it's named after the second movie, the game will follow the events of the first two films in highlight-reel fashion, including scenes in Fangorn forest, Rohan, Weathertop, Helm's Deep, and the mines of Moria. The game will play a brief movie clip (yup, that means gamers will get a preview of *The Two Towers* before its December release!) and then seamlessly blend into the action—and the already stunning game environments will likely make you pause in awe as the combat begins.

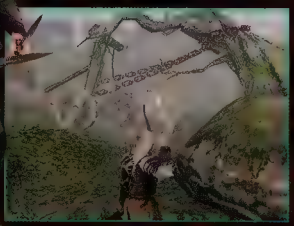
And in the Darkness, Bind Them

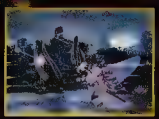
You'll play as Aragorn, Legolas, and Gimli, and the gameplay will heavily revolve around combat as you battle hordes of orcs and other foes. Other characters from the Fellowship, such as the hobbits, will fight alongside you, but they'll be controlled by the computer. The developers are striving for a more tactical feel to the combat, rather than just a button-mashing frenzy, so you'll have to wisely select between quick and fierce attacks, parries, kicks, and other moves. Aragorn's finishing move, where he impales fallen orcs with his sword, should be amazing.

As far as movie tie-ins go, the game will feature voices and likenesses of the actors, the music score by Howard Shore, and sound effects drawn from the films' library. In late 2003, EA plans to create another game based solely on the third movie, and in 2004, it will release a game that spans all three films. The Two Towers already sizzles with a dazzling visual style and an exciting feel to its action, so have no qualms about counting it as one of your top prospects for this holiday.









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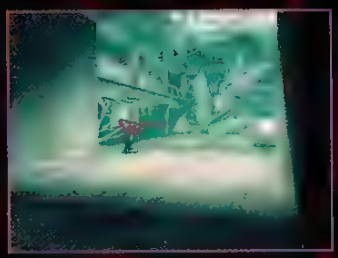
Shinobi



BY STAR DINGO

- Developed by Overworks
- Published by Sega
- Target release date: Fall 2002

UPDATE

Ninjas Are Mammals

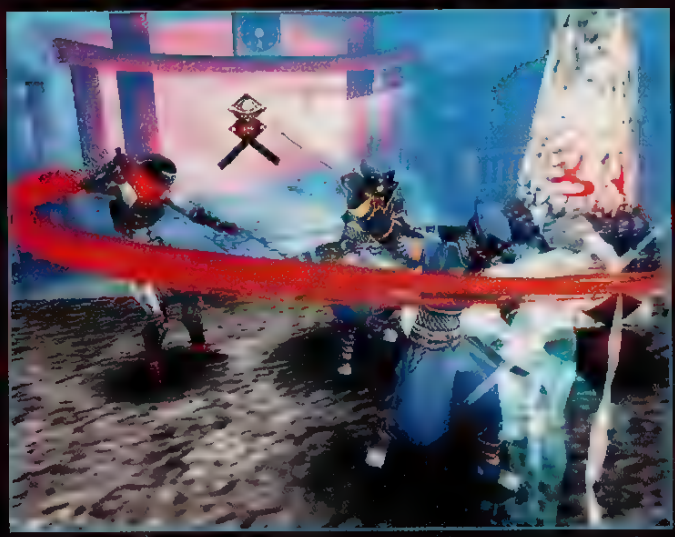
Do you hear the nervous whispers in the wind? Can you see your shadow shuddering at your feet? A force long dormant—a force known only as the Ninja Game—is stirring once again as the likes of Tenchu, Gaiden, and Shinobi awaken from their slumbers to usher in the Great Ninja Game Revival. Pirates, boss dogs, and super-rich idiots, beware…tomorrow's sunrise marks the dawning of your doom.

FIND OUT MORE ONLINE

Ninjas Fight ALL the Time

At the heart of the Revival will stand Hotsuma, the vengeful leader of the Oboro clan and dark center of Sega's Shinobi for the PS2. Hotsuma will have to make his way through the abandoned shopping malls and ruined skyscrapers of an earthquake-ravaged Tokyo, slaying the demons that hunt him and trying to destroy the evil that's bent on annihilating his clan.

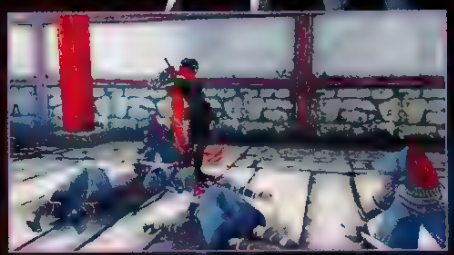
If you doubt his real ultimate power (fool!), consider this and tremble: Hotsuma will have the ability to leave shadowy projections of himself behind to trick his enemies and even assist in combination attacks, and a simple targeting system will enable him to focus his rage with supernatural ease. Chaining together multiple kills will greatly enhance the mystic powers of his sword and will result in an elegantly bloody frozen-time cut-scene as he watches his foes literally fall apart at his feet.

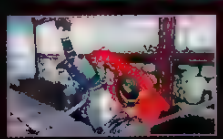


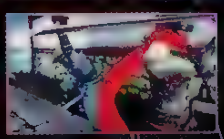
Being totally sweet, Hotsuma will be able to leave mystic shadows of himself that confuse—and dismember—his enemies.

The Purpose of the Ninja Is To Flip Out and Kill People

Not yet stricken dumb with awe? You will be when you learn that Hotsuma will also have the ability to run on sheer walls as if they were the solid Earth beneath his feet—a gameplay twist that promises a sort of freedom you've never really seen before in a Ninja Game. Add to these talents an arsenal of foe-freezing shurikens, a new selection of Ninja Magic, and a flowing red scarf that trails behind Hotsuma to grant Ultimate Ninja Style, and you'll have one totally sweet ninja. Now explode from shock.







Need for Speed: Hot Pursuit 2

BY AIR HENDRIX

- Developed by Black Box
- Published by EA Games
- Target release date: August

PlayStation 2

HANDS-ON

BEAT THE HEAT

A classic on the 3DO and PlayStation, the Need for Speed series is revving up for its PS2 debut at long last, and judging from a preview version, fans won't mind the wait at all. The game will be split into two major modes: World Racing, where you'll tackle a series of standard races, and Hot Pursuit, where you'll outrun aggressive cops. Both will offer an original take on the racing-series concept: Rather than wading through GT-style cups, you'll delve into a branching, tournament-like ladder with many different paths. You'll see what you have to do to win each race and what victory will be rewarded with, and you'll be able to choose your own path. The sense of freedom will be unique.

Instead of earning money and buying upgrades, your goals will revolve solely around unlocking new tracks and cars…and your eyes will bulge greedily at the lineup of more than 20 exotic sports cars, which features sleek European rides from Ferrari, Lamborghini, Mercedes, Porsche, and McLaren, as well as American favorites like the Viper and the Corvette. You'll also be able to play as the cop and stalk speeders, while two-player split-screen action will let you face off against a friend.

EA's legendary racing series has been on hiatus for a few years, but all that will fade like a cop in your rearview mirror once you slide in behind the wheel of the sizzling Hot Pursuit 2.

FEEL THE SPEED

The preview version smoked more than a spinning tire laying a patch. While the frame rate was still being tuned, EA promises a steady and speedy 45 frames per second in the final version. The tracks were already gorgeous, erupting with rich colors, cool ambient effects like brush fires, and snazzy lighting.

The arcade-style action was seriously exciting as cops pursued speeders, ramming them ferociously and calling for roadblocks and choppers. On the racing side, branching paths and interesting shortcuts made the tracks engaging, and awesome in-race replays highlighted big moments like jumps or wrecks. It all amounts to a racing game that's already impressively deep and exciting, so start clocking Hot Pursuit 2 on your radar now.

ZERO IN ON THE MOST IN-YOUR-FACE MEGA-MAN GAME EVER!

Join Mega Man's pal Zero – reploid from the Mega Man X series – in his first action adventure for the GameBoy® Advance video game system. The mission: conquer your adversaries and help an exiled scientist discover the source of a new reploid energy. Fail and risk ultimate defeat. Are you ready to face the most challenging Mega Man game yet?

MEGAMAN ZERO™

EVERYONE
E
CONTENT RATED BY ESRB
Violence

CAPCOM
capcom.com

GAME BOY ADVANCE

Tom Clancy's Splinter Cell

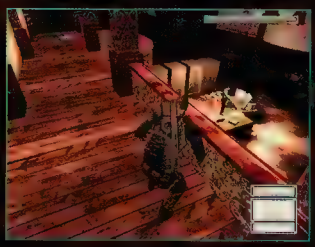
BY FOUR-EYED DRAGON

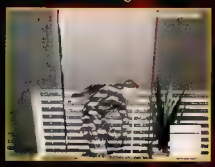
- Developed and published by Ubi Soft
- Target release date: Fall 2002

Xbox

FIRST LOOK

LOOK OUT, SOLID SNAKE! The action/stealth genre will have a new hero this fall. In this third-person Tom Clancy thriller, you'll control Sam, an operative working under a "black ops" group of the National Security Agency. Your objective: stop cyber terrorism at all costs. Since the game will take place in the Clancy universe, you can expect serious situations in 14 real-world locales. Even better, you'll have authentic military weapons and modern hi-tech gadgetry at your disposal to use on your enemies. Stealth will be the key to completing missions, but of course, taking out a few hostiles will always be an option.





Besides the engrossing gameplay, the visuals will be a big part of the game. Splinter Cell will run on a modified "next-generation" Unreal Engine, which Ubi Soft promises will enable revolutionary lighting and motion effects.

Red Dead Revolver

FIND OUT MORE ONLINE

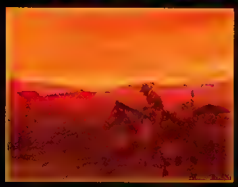
BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: Winter 2002

PlayStation 2

FIRST LOOK

PAYING HOMAGE TO the classic Western movie heroes, Red Dead Revolver will have you gunslinging desperados in the American Wild West. You'll play as Red, a young lone gunman who must protect his town from lawlessness. Besides flashing your six-shot Peacemaker, you'll be able to ride and fight on horses, use stealth, and engage in hand-to-hand combat with your adversaries. Of course, it's the way of the gun in the old West, which means an armory of pistols and shotguns will also be available for you to use. Up to four cowboys will be able to duel it out in deathmatch battles, too. The name may be a bit weird, but not since Rising Zan has there been such an intriguing old western–style game. You can get ready for a shoot-out at high noon in the American frontier this winter.



Tenchu III: Wrath of Heaven
PS2
Activision/Winter 2002

Mace Griffin Bounty Hunter
Xbox
Crave/Fall 2002

DX2: Invisible War
Xbox
Eidos/2003

Silent Hill 3
PS2
Konami/2003

Harry Potter and the Chamber of Secrets
PS2, GameCube, Xbox
EA/November

Star Fox Adventures

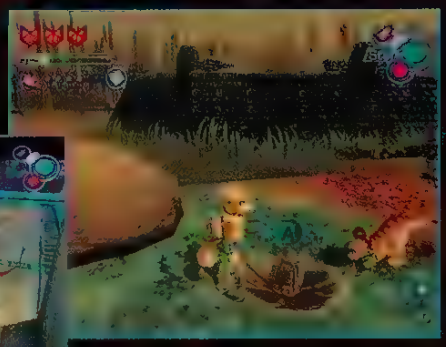
BY FOUR-EYED DRAGON

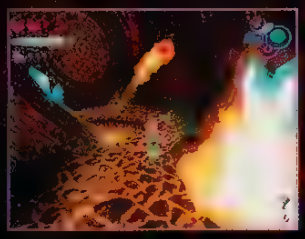
- Developed by Rare
- Published by Nintendo
- Target release date: September

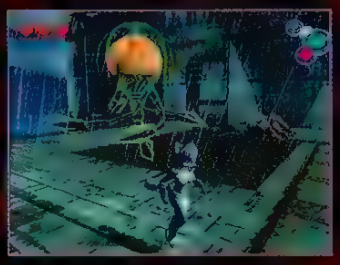
GameCube

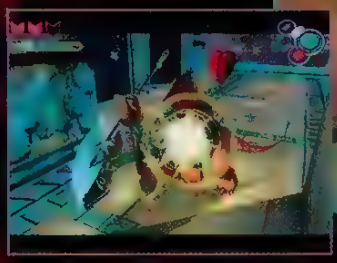
UPDATE

SPACE TRAVEL HAS never been the same in the Nintendo universe since the adventurous Fox started exploring the stars. In this latest quest, you'll guide Star Fox through land and water with his slick Arwing spacecraft. You'll also be able to control Fox outside of his ship and explore colorful 3D environments as you try to learn the secrets of a mystical staff that will enable you to cast some nifty magic spells on your enemies.









DDRMAX Dance Dance Revolution

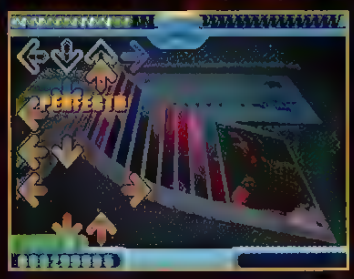
BY FOUR-EYED DRAGON

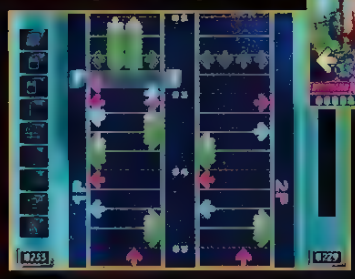
- Developed and published by Konami
- Target release date: Fall 2002

PlaySta

FIRST LOOK

KONAMI IS TAKING the next...er, step in bringing its popular dance game to the masses. In this PS2 version, you'll be able to trip over your own feet as you try to groove to over 65 songs that will include licensed tracks and dance hits. An introduction to the Freeze Arrow option, which will enable you to modify dance steps, should add an extra twist to this already complex, calorie-burning, addictive game.





Armored Core 3

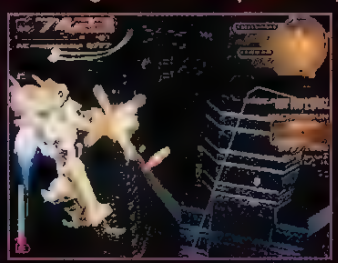
BY FOUR-EYED DRAGON

- Developed by From Software
- Published by Agetec
- Target release date: September

PlaySt

UPDATE

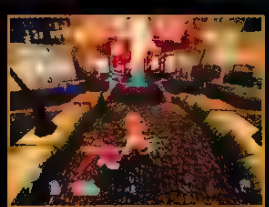
IT'S ABOUT ORIGINALITY and new ideas in this third installment of the popular mech series. Along with the familiar in-your-face blow-up-everything gameplay, Armored Core 3 will now enable you to drop your weapons during skirmishes, so you can improve your overall speed and performance. Plus, you'll be able to control a wingman as a backup companion in single-player battles. Best of all, though, you won't find any familiar mechs—all 260 parts will be completely new in design.



The Lord of the Rings: The Fellowship of the Ring
PS2, Xbox
Universal/Winter 2002

Mystical Ninja Goemon
PS2
Working Designs/Winter 2002

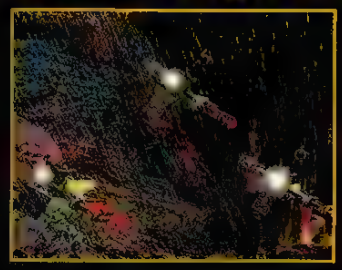
Aquaman
GameCube, Xbox
TDK/Fall 2002



Whacked
Xbox
Microsoft/Fall 2002

Black & Bruised
PS2, GameCube
Majesco/Winter 2002

Panzer Dragoon Orta



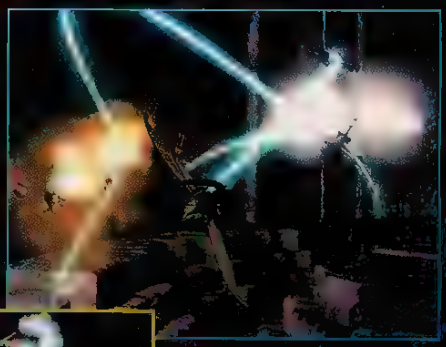
BY PONG SIFU

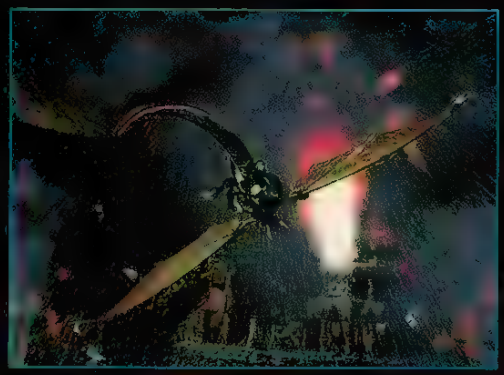
- Developed by Smilebit
- Published by Sega
- Target release date: Fall 2002

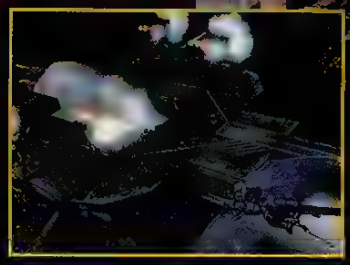
Xbox

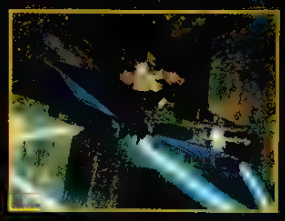
FIRST LOOK

CHANCES ARE, YOU'VE never played the Panzer Dragoon games on the Sega Saturn, and unless you're prepared to pay boffo coin, you never will. So why should you care about Panzer Dragoon Orta for the Xbox? Well, how does streaking through the war-torn remnants of a civilization atop a flying leviathan, punishing the oppressive forces of the Empire with cataclysmic powers sound? Or busting out berserker attacks that rain destruction on massive swarms of relentless foes? What about having the ability to morph into different dragon forms, each one with unique and customizable offensive and defensive capabilities? And how do you feel about lush graphics, immense environments, superb particle effects, and a sweeping, epic, orchestral score? Combine all that with unlockable sub-quests that enable you to experience the game from the perspective of the Empire and galleries filled with historic Panzer memorabilia, and you'll have a screaming, adrenaline-inducing shooter. G









Star Wars Bounty Hunter

BY PONG SIFU

- Developed and published by LucasArts
- Target release date: Fall 2002

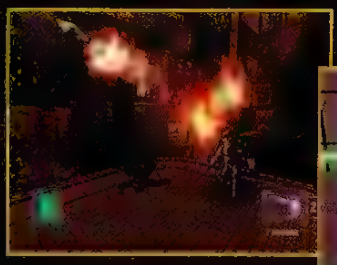
PlayStation 2 GameCube

FIRST LOOK

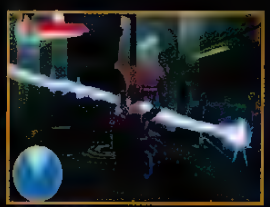
WHETHER YOU THOUGHT *Episode II* brought the *Star Wars* series back on track or that it was another killing blow to the franchise, you can't deny that that Jedi-shredder, Jango Fett, was bad as hell. In Star Wars Bounty Hunter, intrepid gamers will play as the father of Boba throughout 18 levels in six different worlds as he and a mysterious rival race to capture the leader of an intergalactic cult.

A master of armed combat, Jango will be equipped with his fabled twin blasters, flamethrowers, and missile launchers, while his jetpack will enable him to take out crime lords, assassins, and corrupt politicians from dizzying heights. The events of the game will fall between *Episode I* and *II*, and fans will have the pleasure of discovering the origin of Fett's relationship with Zam Wesell and why he was chosen as the template for Palpatine's clone army. G

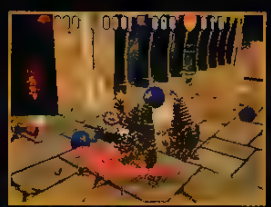
Note: All screens shown here are from the PlayStation 2 version.



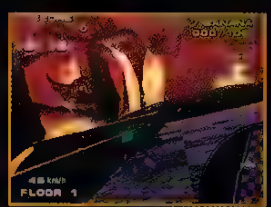
JoJo's Bizarre Adventure
PS2
Capcom/October



Superman: Shadow of Apokolips
PS2
Infogrames/Fall 2002



Wario World
GameCube
Nintendo/November



Super Monkey Ball 2
GameCube
Sega/Fall 2002

SOCOM: U.S. Navy SEALs
PS2
Sony/August

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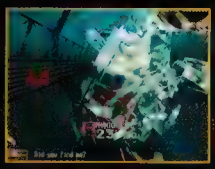


Silent Scope 3

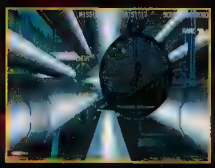
BY IAN ELEKTRO

- Developed and published by Konami
- Target release date: Fall 2002

PlayStation 2

FIRST LOOK

CLONES, GUNS, AND heroes to the rescue...sounds familiar, huh? It's not Lucas's latest romp through the galaxy—it's Silent Scope 3, Konami's most recent installment of its popular target shooter. When a terrorist organization kidnaps a cloning expert, you'll be called in to snipe the bad guys and rescue the scientist before his knowledge gets used for eeeeevil. All 14 missions from the coin-op Silent Scope EX will show up here, plus the Story mode will include PS2-exclusive areas. A new sound system and multiple pathways promise to spice things up, too.



Burnout 2: Point of Impact

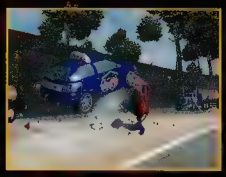
BY DAN ELEKTRO

- Developed by Criterion
- Published by Acclaim
- Target release date: Fall 2002

PlayStation 2 GameCube Xbox

FIRST LOOK

THE ORIGINAL BURNOUT gained a small cult following through word of mouth; hopefully that will also help boost the sequel to superstardom status, which it just may deserve if it stays on track. The aggressively arcadey gameplay will return—you'll be rewarded for close scrapes and driving like a maniac—but the sequel will offer 21 cars (seven of which are hidden), 32 tracks, weather effects, and a better physics model, which will result in even more spectacular crashes.



BloodRayne

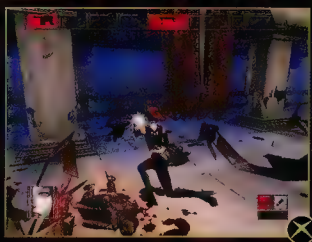
BY BAD HARE

- Developed by Terminal Reality
- Published by Majesco
- Target release date: October

PlayStation 2 GameCube Xbox

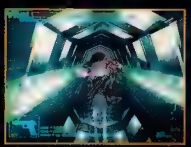
UPDATE

THE FOLKS WHO brought you 4x4 Evolution are hard at work on something far creepier—a game that hopes to combine bits of *The X-Files*, *Blade*, and Return to Castle Wolfenstein. Players will assume the role of Agent BloodRayne, a blood-drinking half-vampire hottie who seeks out and destroys supernatural threats for a secret society. That quest will take her from Louisiana to Argentina to Germany as she slices her way through mutants, swamp creatures, and worst of all, Nazis. These fresh screens look good; will this third-person actioner live up to its potential?

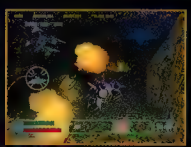


Total Immersion Racing
PS2, Xbox
Codemasters/Fall 2002

Hidden Invasion
PS2
Conspiracy/June



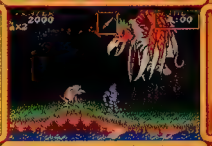
CyGirls
PS2
Konami/2003

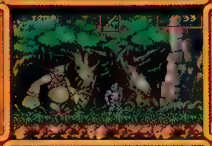


Seablade
Xbox
Simon & Schuster/September

Mercedes Racing
Xbox
TDK Mediactive/Fall 2002

DRAW YOUR SWORD!





As dauntless knight Arthur you are caught up in the most dangerous of quests! A spell has been cast upon the kingdom. Your fair maiden, Princess Prin Prin has been snatched up by the evil emperor. Only as Arthur can you get her back from the creatures of the undead that haunt the land. Test your courage and skill to the limit. You must keep up the quest. On your journey, your mightiest weapon of all awaits you... MAGIC!

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Metal Gear Solid 2 Substance

BY MAJOR MIKE

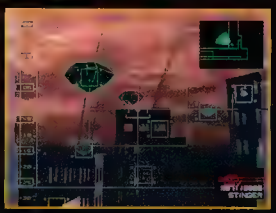
- Developed by KCEJ
- Published by Konami
- Target release date: November (Xbox); To be determined (PlayStation 2)

PlayStation 2 Xbox

FIRST LOOK

According to Metal Gear maestro Hideo Kojima, Metal Gear Solid 2: Sons of Liberty "wasn't complete" when it was initially released in 2001. Substance hopes to bring closure to Liberty with alternate missions for the Tanker and Plant chapters, over 200 VR mini-games, and brand-new original missions created specifically for this release. Kojima also listened to the fans: Since one of Liberty's biggest criticisms was that it had too much Raiden and not enough Snake, Substance will feature Snake as a playable character in Liberty's Plant chapter with his own distinct series of events. Oh, and somewhere along the way Snake will ride a skateboard.... GP

Note: All screens shown here are from the Xbox version.



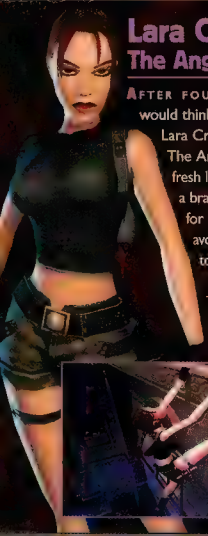
Lara Croft Tomb Raider: The Angel of Darkness

BY MAJOR MIKE

- Developed by Core Design
- Published by Eidos
- Target release date: November

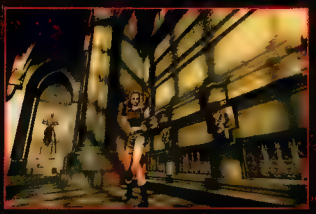
PlayStation 2

UPDATE



After four PlayStation adventures, one would think that the world had seen enough of Lara Croft. Yet her first PlayStation 2 game, The Angel of Darkness, hopes to breathe fresh life into the Tomb Raider franchise with a brand-new theme. Lara has been framed for a murder, and not only will she have to avoid the police, but she'll also have to try to save the world from impending doom.

But this won't be the same Lara gamers knew on the PlayStation. For starters, The Angel of Darkness will introduce a new control scheme to replace the "grid-based" system of movement, and Lara will be imbued with several new attacks and techniques, such as hand-to-hand fighting moves, a stealth mode, and the capability to strengthen her various abilities depending on how you play. There will also be a second playable character, Kurtis Trent, who will have his own distinct abilities. GP



The Getaway
PS2
Sony/Winter 2002

Primal
PS2
Sony/Winter 2002

Ninja Gaiden
Xbox
Tecmo/2003

Pride FC
PS2
THQ/Summer 2002

Tom Clancy's Rainbow Six: Raven Shield
PS2
Ubi Soft/Fall 2002

Mortal Kombat: Deadly Alliance

BY MAJOR MIKE

- Developed and published by Midway
- Target release date: Fall 2002

PLAYSTATION 2 GAMECUBE XBOX GBA

UPDATE

MIDWAY FINALLY UNVEILED the latest installment in its prized Mortal Kombat franchise, Deadly Alliance, at E3. Although special moves, projectiles, and fatalities were deliberately de-activated in the playable version, the basic play engine—punches and kicks only—was fully functional as was the ability to switch between three different fighting styles on the fly. Despite the self-imposed limitations, Deadly Alliance was fun to play, and the three fighting styles created almost endless combo possibilities. Suffice to say that this will probably be the "deepest" Mortal Kombat game to date. The graphics weren't too shabby, either. The characters were imbued with lifelike attributes, and the fighting stages were loaded with color and details. Oh, there was lots of very realistic-looking blood, too.... We'll see how Deadly Alliance comes together in upcoming issues of *GamePro*.

Note: All screens shown here are from the PlayStation 2 version.

Red Faction 2

BY MAJOR MIKE

- Developed by Volition
- Published by Midway
- Target release date: Fall 2002

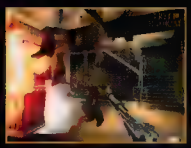
PLAYSTATION 2

FIRST LOOK

ONE OF THE best first-person shooters for the PlayStation 2, Red Faction, has earned a sequel. In Red Faction 2, you'll assume the role of Alias, a demolitions expert who, along with his five super-soldier colleagues, is on a mission to rid his planet of a cruel dictator. One of the best features of the first game, the Geo-Mod engine, will be enhanced so that you can destroy even more environmental elements. Of course, as with any shooter, you gotta have weapons, and Red Faction 2 will have its own powerhouse arsenal—its firepower lineup will feature sniper rifles, grenade launchers, rail drivers, and more. Other key features will include the ability to use dual weapons—you'll be able to target each weapon independently—and the game's USB mouse and keyboard support.

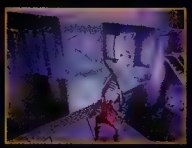
Kelly Slater's Pro Surfer
Xbox
Activision/September

Colin McRae Rally 3
PS2, Xbox
Codemasters/September

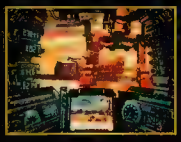


TimeSplitters 2
PS2, GameCube, Xbox
Eidos/September

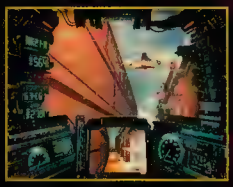
Kakuto Cojin
Xbox
Microsoft/October



The Lost
PS2
Crave/October



Steel Battalion



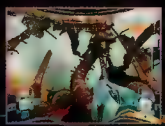
BY FOUR-EYED DRAGON

- Developed and published by Capcom
- Target release date: Winter 2002

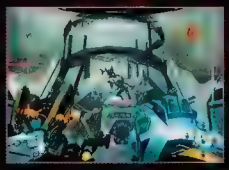
XBOX

FIRST LOOK

STEEL BATTALION WILL be a mech gamer's dream come true. A humongous 40-button controller—complete with trigger buttons, foot pedals, and levers to shift gears—will be the highlight of the game, but a price tag for this innovative hardware has not yet been determined. Besides the fancy controller, Steel Battalion's gameplay promises to be just as invigorating. You'll launch into battle in a first-person perspective from the cockpit and fight against other menacing robots in 12 action-packed levels. G



Metroid Prime

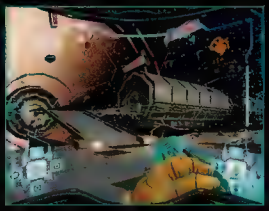


BY FOUR-EYED DRAGON

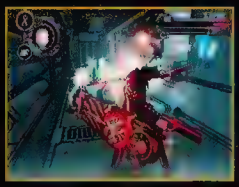
- Developed and published by Nintendo
- Target release date: November

GAMECUBE

UPDATE



THE FIRST AND true heroine of gaming is readying her next-generation wave and freeze beams for a grand romp. In this take on the classic NES action game, you'll control Samus in a first-person view as you explore the vast worlds of Tallon IV. And, as in the original Metroid, you'll revisit levels to uncover hidden secrets like new areas and cool, powerful weapons. A short demo of Metroid Prime at this year's Electronic Entertainment Expo showcased an exquisite amount of detail and plenty of nostalgic action. You can look for Samus on store shelves this November. G



Gungrave

BY FOUR-EYED DRAGON

- Developed and published by Sega
- Target release date: Fall 2002

PLAYSTATION 2

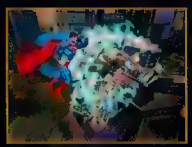
FIRST LOOK

A NO-NONSENSE SHOOTING spree will be the best way to describe Gungrave. You'll play as Grave, a bad-ass dead assassin sent back to the living world to exterminate legions of unrelenting enemies. You can expect frenetic, over-the-top gun battles in an anime-style world drawn by legendary anime artist, Yasuhiro Naito. Of course, each level will be fully destructible as you mow down foes with various special attacks and high-powered weaponry. G

X-Men: Wolverine's Revenge
PS2, GameCube, Xbox
Activision/Spring 2003

Crimson Skies
Xbox
Microsoft/Fall 2002

Hitman 2: Silent Assassin
PS2, Xbox
Eidos/September



Superman: The Man of Steel
Xbox
Infogrames/Fall 2002

Brute Force
Xbox
Microsoft/Fall 2002

BY PONG SIFU

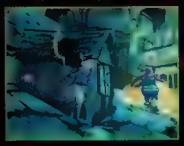
- Developed by Sucker Punch
- Published by Sony
- Target release date: September

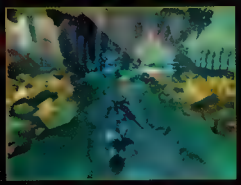
PLAYSTATION 2

HANDS-ON

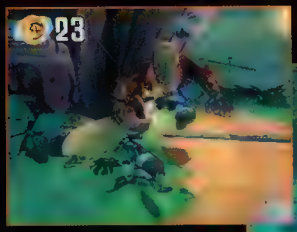
Sly Cooper and the Thievius Raccoonus

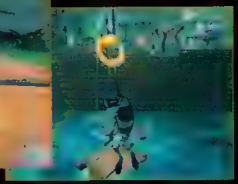
SUCKER PUNCH, DEVELOPER of the brilliant yet underrated Rocket: Robot on Wheels for the N64, is no stranger to the 3D platform genre. Its newest game, Sly Cooper and the Thievius Raccoonus, looks like it will more than measure up by boasting idiosyncratic visuals, fluid animation, and a refreshing mix of gameplay styles. As the titular raccoon, you'll use your wits and thievery skills to locate the scattered pieces of your family's heirloom book, the *Thievius Raccoonus*.

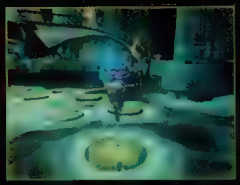


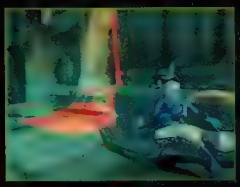


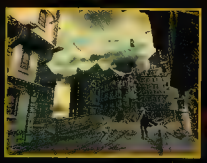
You can expect tight, easy-to-pick-up controls that immediately immerse you in the game's dizzying environments, where everything is bent and contorted into bizarrely beautiful shapes. Platform hopping and coin collecting are being combined with stealth aspects, and in the preview build, Sly himself showcased a broad repertoire of abilities that enabled him to climb, swing, sneak, and creep almost anywhere. Sly Cooper and the Thievius Raccoonus looks like it will be worth the coin when it ships this fall.











Devil May Cry 2

BY D-PAD DESTROYER

- Developed and published by Capcom
- Target release date: Winter 2002

PlayStation 2

FIRST LOOK

GET OUT YOUR Kleenex, Satan, because Dante's back. Capcom claims that Devil May Cry 2 will be twice the game as the original with tons of new environments and an additional as-yet-unnamed playable female character to join Dante on his demon-stomping mission. Devil May Cry 2 will automatically adjust its difficulty based on how well you perform, so it should be accessible to players of all skill levels. Plus, Dante will have brand-new weapons and an updated look—Capcom believes that you are "sure to notice his unique style."

WWE Raw 2

BY D-PAD DESTROYER

- Developed by Anchor
- Published by THQ
- Target release date: Spring 2003

Xbox

FIRST LOOK

THE LAST WWE game for the Xbox left a few players raw, but THQ hopes to make it better with WWE Raw 2. Raw 2 will feature an updated superstar roster, including Rob Van Dam, the nWo, Hollywood Hulk Hogan, and more. You'll be able to take it to the mat in Battle Royals, Fatal 4-Way matches, and more, and of course, use tables, ladders, and chairs against your foe. The coolest new feature will be the multiplayer season mode, in which four players will be able to take their superstars to the top.

Shenmue II

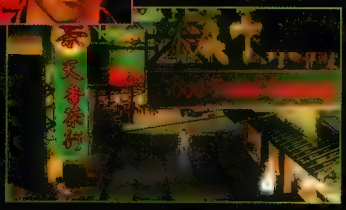
BY DUNJIN MASTER

- Developed and published by Sega
- Target release date: Winter 2002

Xbox

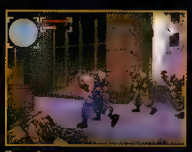
UPDATE

ONE OF THE most controversial games in recent memory, Shenmue II is shaping up to be a huge game that could bring protesting Dreamcast fans to the Xbox. You'll play as Ryo Hazuki as you continue on the trail of the man who killed your father. Shenmue II will place you in the hustle and bustle of Hong Kong, where day and night cycle in real time, and where other characters have their own schedules to keep. You'll be able to work, sleep, fight, gamble, and interact with thousands of fully interactive characters.



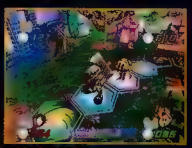
Return to Castle Wolfenstein
PS2
Activision/December

Turok: Evolution
PS2, GameCube, Xbox
Acclaim/August



Freedom: The Battle for Liberty Island
PS2, Xbox
EA Games/Fall 2002

MechAssault
Xbox
Microsoft/November



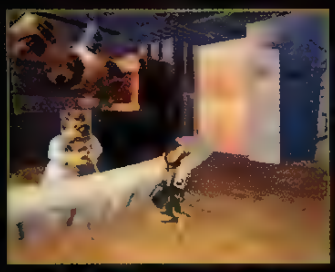
Pac-Man Fever
PS2, GameCube
Namco/September

BY PONG SIFU

- Developed by Insomniac Games
- Published by Sony
- Target release date: Fall 2002

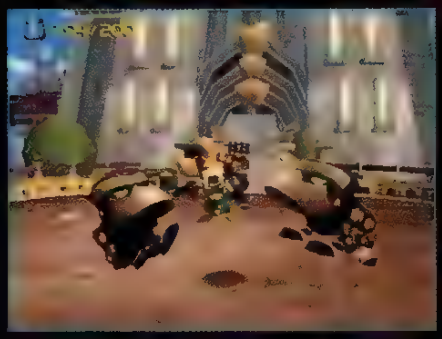
HANDS-ON

Ratchet & Clank

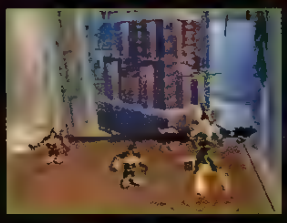


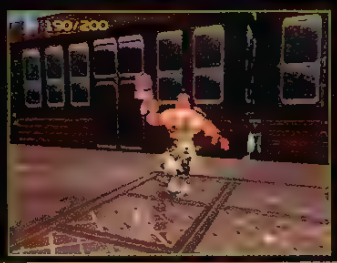
RATCHET & CLANK IS the newest action/adventure opus to hatch from the same minds responsible for the Spyro series, and even platform-jaded gamers are sure to enjoy the dazzling visuals and wicked combination of exploration and RPG gameplay elements. Insomniac Games has been working for over two years on the project, and graphically, the results are already impressive. The preview build featured futuristic and hyper-technologically advanced environments teeming with moving spaceships and fantastic characters.

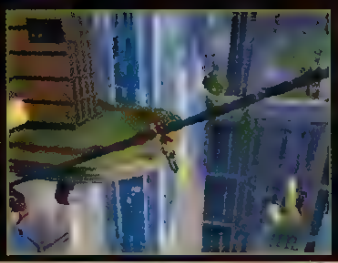
FIND OUT MORE ONLINE

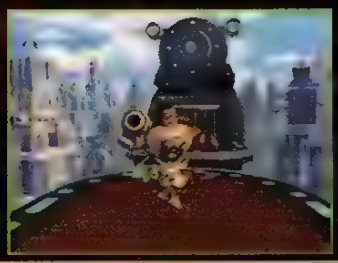


You'll play as Ratchet, a furry space alien, as well as his partner, Clank, a little droid with a heart of gold. By collecting thousands of bolts, which are hidden in boxes and dropped by vanquished foes, you'll be able to purchase dozens of unique weapons with which to blast, pummel, and immolate your enemies. Along with other gadgets, such as zip lines and Clank's helicopter upgrade, each item will be tailored toward different obstacles, objectives, and situations. Ratchet & Clank will be released exclusively for the PS2 this fall.









Auto Modellista

BY DAN ELEKTRO

- Developed and published by Capcom
- Target release date: October

PlayStation 2

UPDATE

CAPCOM IS BRANCHING out into new realms this year, and as Auto Modellista develops, it's clear that the company is taking its first entry into auto racing seriously. Players will be able to tweak the cel-shaded cars from Toyota, Subaru, Honda, Nissan, Mitsubishi, and Mazda at will, swapping out components and adding custom details. At the recent E^3 trade show, Sony had the game on display in its online section, and it played great when networked for four racers. The unique visuals and solid gameplay look like they'll jell for an October release.

James Bond 007: NightFire

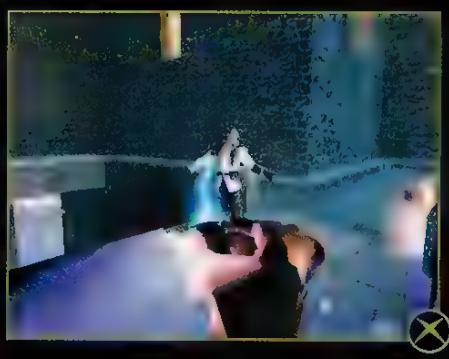
BY BAD HARE

- Developed by Eurocom
- Published by Electronic Arts
- Target release date: Winter 2002

PlayStation 2 GameCube Xbox

FIRST LOOK

THE WORLD'S CLASSIEST secret agent, James Bond, is back after his successful mission in Agent Under Fire. His next assignment, NightFire, will offer a similar mix of first-person shooting and driving sequences that will take James through 10 exotic locales, including the Austrian Alps, the South Pacific, and a zero-gravity space station—not to mention all three current consoles. The villain will be new (Rafael Drake will be this game's mastermind lunatic bent on world domination), but some familiar faces, like Agent Under Fire's Zoe Nightshade, will show up as well.



War of the Monsters

BY DAN ELEKTRO

- Developed by Incog Inc.
- Published by Sony
- Target release date: Fall 2002

PlayStation 2

FIRST LOOK

THE DEVELOPER OF Twisted Metal: Black is returning with a fresh take on arena fighting games. Looking uncannily like a 3D update of the Neo•Geo classic King of the Monsters, War of the Monsters will feature 10 100-foot tall beasts and 'bots that thunder around a city, grabbing passing cars, demolishing buildings, and hurling bits of rubble at their movie matinee opponents in four-monster melees. Creature features will include a two-player split-screen mode and a mix of hand-to-hand, projectile, special, and environmental weapons, all designed to literally bring the house down.

True Crime: Streets of L.A.
PS2, Xbox
Activision/Winter 2003

Alter Echo
PS2, Xbox
THQ/Winter 2003

Top Gun
GameCube
Titus/July

WWF SmackDown: Shut Your Mouth
PS2
THQ/Winter 2002

Disney All-Star Sports
GameCube
Konami/Fall 2002

CHANGE OR DIE.

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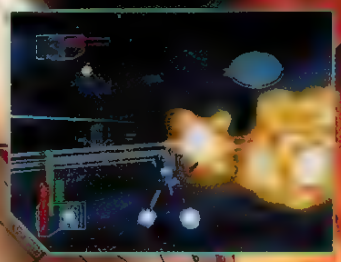

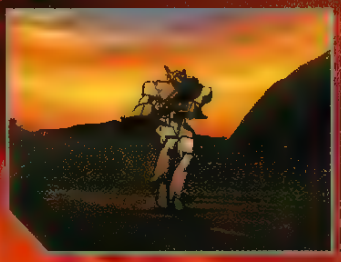

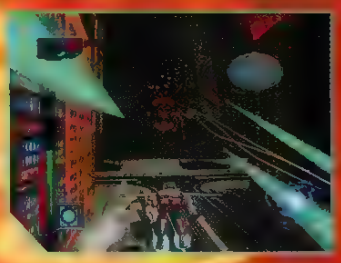

Xbox™ video game system screenshots shown.

AVAILABLE FALL 2002

ALSO AVAILABLE: ROBOTECH™: THE MACROSS SAGA™ FOR GAME BOY ADVANCE.

RATING PENDING RP COMMENT RATED BY ESRB

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NINTENDO GAMECUBE · XBOX · PlayStation.2 · Harmony GOLD · TDK mediactive

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Animal Crossing

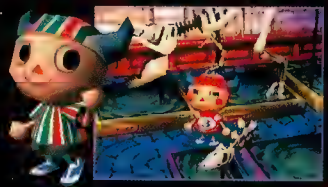
BY BAD HARE

- Developed by EAD
- Published by Nintendo
- Target release date: September

GameCube

UPDATE

ANIMAL CROSSING IS nothing if not ambitious. Nintendo's latest will incorporate real-time gameplay—meaning that when it's 12 noon in the real world, it's 12 noon in the game's village, where you strive to become part of the community. As in the PC hit The Sims, you'll build relationships with other citizens and furnish your house. You'll also be able to save your virtual life to a memory card for transport to a friend's game. You'll even be able to connect to your Game Boy Advance to access extras and download a few NES classics!



1080°: White Storm

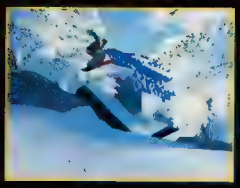
BY DAN ELEKTRO

- Developed and published by Nintendo
- Target release date: First Quarter 2003

GameCube

FIRST LOOK

IT'S BEEN SO long since Nintendo hit the slopes with the original 1080° Snowboarding, but a sequel is finally being prepped to give fans the cold shot they've been waiting for. White Storm promises to incorporate a new trick system and will bring back characters from the original game, including Kensuke, Dion, and Rob. Cool elements like surprise avalanches, a half-pipe for tricking, and plenty of secret paths should help give the new 1080° the power it needs to take SSX Tricky head on.



Mario Party 4

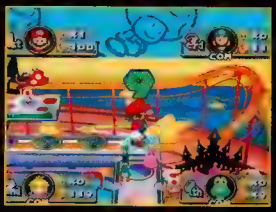
BY BAD HARE

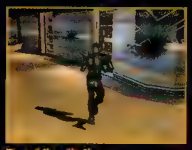
- Developed and published by Nintendo
- Target release date: October

GameCube

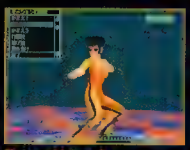
FIRST LOOK

IT SEEMS THAT the party never ends at Mario's—he's hosting a fourth go-round of Nintendo's popular hybrid of board games and twitch contests. Up to four players will collect stars as they travel around the Party Cube, and the one with the most stars at the end of the game will win. Party favors this time around will include 50 new mini-games, fully rendered 3D game boards, and a new "Mini-Giant" system (which will enable players to grow or shrink to access new areas) for the series' GameCube debut.

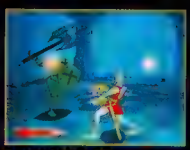




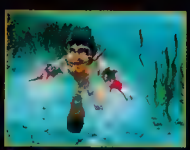
Run Like Hell
PS2
Interplay/August



Fighter Maker 2
PS2
Agetec/October



Dragon's Lair 3D
PS2, GameCube, Xbox
Encore/Ubi Soft/August



Vexx
PS2, GameCube, Xbox
Acclaim/October

Batman: Dark Tomorrow
PS2, GameCube, Xbox
Kemco/November

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X-Men: Next Dimension

BY MAJOR MIKE

- Developed by Paradox Development
- Published by Activision
- Target release date: Summer 2002

PLAYSTATION 2 GAMECUBE XBOX

FIRST LOOK

THE X-MEN HAVE been featured in a few recent fighting games, but the only successful titles to use the Marvel mutants seemed to have been Capcom's 2D offerings. Next Dimension hopes to change that with next-gen graphics, an eight-way system of movement, multitiered fighting stages, and expanded aerial combat. The game will feature the X-Men and the Brotherhood of Mutants joining forces to battle Bastion and his Sentinel army. The fighter lineup will include Cyclops, Phoenix, Beast, Toad, Nightcrawler, Juggernaut, and Wolverine, among other mutants.

Note: All screens shown here are from the GameCube version.

Capcom vs. SNK 2: EO

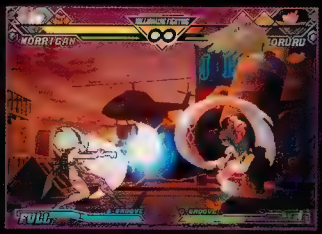
BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: Fall 2002

GAMECUBE

FIRST LOOK

CAPCOM VS. SNK 2: EO will pit the most popular characters from the two title franchises against each other in a battle for corporate supremacy. The lineup will feature over 40 characters from such classics as Street Fighter, Samurai Shodown, The King of Fighters, and others. EO, however, will feature new control modes—one (the GC-lsm) of which will enable players to execute special and super moves with the GameCube's C Stick (no button presses are required). The franchise fighting will begin this fall.



Marvel vs. Capcom 2

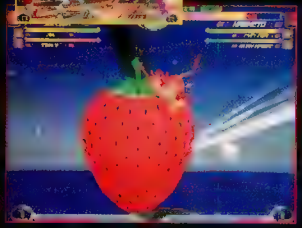
BY MAJOR MIKE

- Developed and published by Capcom
- Target release date: Fall 2002

PLAYSTATION 2 XBOX

FIRST LOOK

MARVEL VS. CAPCOM 2 was one of the most compelling reasons to own a Dreamcast; now one of the most enjoyable fighting games ever created will expand to other consoles. In MVC2, you'll choose from over 50 fighters from the Capcom and Marvel universes and battle it out via three-on-three tag-team matches. All the visual splendor of the Dreamcast version's 2D sprites will be retained, along with key fighting techniques and play modes.

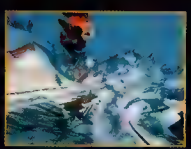


Note: All screens shown here are from the PlayStation 2 version.

Mystic Heroes
GameCube
Koei/Winter 2002

Kung-Fu Chaos
Xbox
Microsoft/Fall 2002

Evil Dead: A Fistful of Boomstick
PS2, Xbox
THQ/2003



TransWorld Snowboarding
Xbox
Infogrames/Fall 2002

RTX Red Rock
PS2, GameCube
LucasArts/2003

Indiana Jones and the Emperor's Tomb

BY FOUR-EYED DRAGON

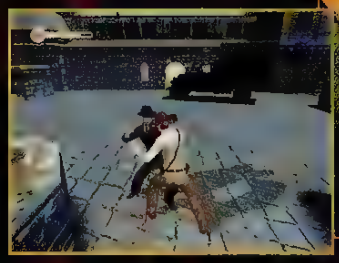
- Developed by The Collective
- Published by LucasArts
- Target release date: Fall 2002

PlayStation 2 Xbox

FIRST LOOK

THE BAD-ASS ARCHEOLOGIST who made relic hunting fun is back for another global adventure. This time, you'll guide Indiana through 10 levels that span from Prague to Istanbul to Hong Kong while searching for a key that opens the tomb of China's first emperor. Besides the hero's trademark whip and gun attacks, you'll also be able to perform hand-to-hand combos and use improvised weapons like shovels, chairs, and table legs. Of course, in true Indy style, you'll solve plenty of puzzles and be accompanied by a beautiful assistant.

Note: All screens shown here are from the Xbox version.



Rayman 3: Hoodlum Havoc

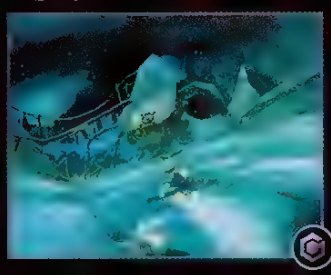
BY FOUR-EYED DRAGON

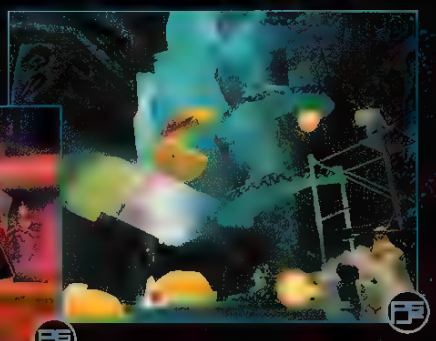
- Developed and published by Ubi Soft
- Target release date: Fall 2002

PlayStation 2 GameCube Xbox

UPDATE

UBI SOFT'S LOVABLE hero is back for a third round of 3D platform gaming. This time, Rayman will have new movements and powers like grappling and super helicopter as he traverses through never-before-seen colorful worlds, including the Swamp, Moor, and Deadlands. Additionally, Rayman will have a unique tactical battle system that helps him ward off groups of Hoodlums, Dark Lums, and Knaaren all at once. The limbless champion will arrive this fall.





Spyro: Enter the Dragonfly

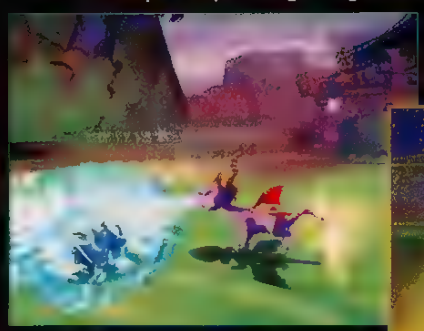
BY FOUR-EYED DRAGON

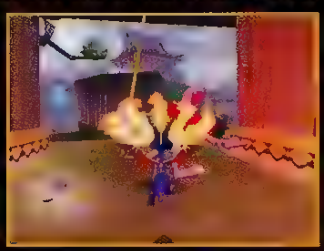
- Developed by Insomniac
- Published by Universal Interactive
- Target release date: Winter 2002

PlayStation 2

FIRST LOOK

THE LITTLE DRAGON that could is getting ready for his debut on the PS2. The evil Ripto is up to no good again—this time, he's attempting to capture all of the dragonflies while trying to defeat the defenseless dragon population. To help Spyro save the day, the young dragon will now have the ability to breathe ice, electricity, and even bubbles. And within the 25 levels, you'll be able to ride slick vehicles such as tanks, UFOs, and even a Spitfire airplane.



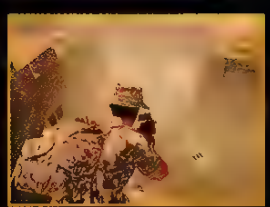


Legends of Wrestling II
PS2, GameCube, Xbox
Acclaim/November

Tao Feng: Fist of the Lotus
Xbox
Microsoft/To be determined

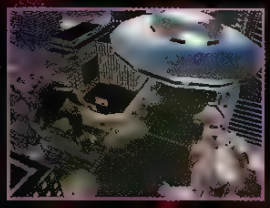
ATV Offroad Fury 2
PS2
Sony/November

Dave Mirra BMX XXX
PS2, GameCube, Xbox
Acclaim/Fall 2002



Conflict: Desert Storm
PS2, GameCube, Xbox
Take 2 Interactive/Fall 2002

Godzilla: Destroy All Monsters Melee



BY PONG SIFU

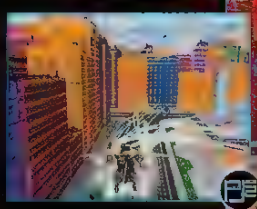
- Developed by Pipeworks Studios
- Published by Infogrames
- Target release date: Fall 2002

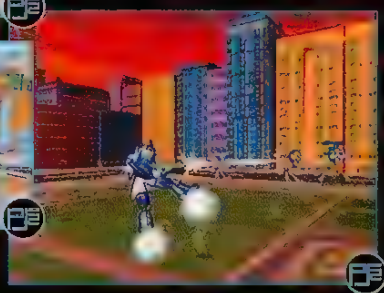
GameCube

UPDATE

GamePro had a chance to observe Godzilla: Destroy All Monsters Melee in action at this year's E3, and here's some new info we've been able to glom so far: Up to four players will be able to go toe-to-toe in apocalyptic battle royals that will feature newcomers like Gigan, Anguirus, and Megalon, along with Toho's roster of legendary giant monsters. Visually, the brawler already looked stunning at the show—not only were the creature animations amazingly lifelike, but the amount of devastation you could inflict on city buildings was staggering.

Robotech: Battlecry





BY PONG SIFU

- Developed by Vicious Cycle
- Published by TDK Interactive
- Target release date: Fall 2002

PlayStation 2 GameCube Xbox

FIRST LOOK

Game-playing otaku have another reason to rejoice now that Robotech: Battlecry is on its way to the three big consoles this year. As the pilot of a Veritech fighter, you'll have to defend the planet against Zentraedi forces in varied ground- and air-based missions. The hyper-cool, cel-shaded graphics will reflect the anime's visual aesthetic. You'll also be able to transform your Veritech on the fly into Battloid, Guardian, and Fighter forms, all of which possess unique abilities.

Gundam Battle Assault 2

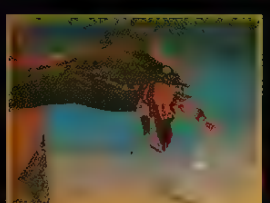
BY PONG SIFU

- Developed and published by Bandai
- Target release date: July

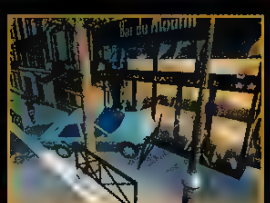
PlayStation

FIRST LOOK

Gundam Battle Assault 2 will be a 2D fighter that follows three different story lines inspired by the G Gundam, Gundam Wing, and Mobile Suit Gundam series. In these epic battles, you'll take charge of mechs like martial arts guru Burning Gundam, Gundam RX-78, and pilot Heero Yuy from Gundam Wing. The game will feature an assortment of gameplay modes, including two different Versus modes, two Time Attack modes, and a fast-paced Survival mode that will test your fighting spirit.



Galleon
GameCube, Xbox
Interplay/December



Midtown Madness 3
Xbox
Microsoft/Fall 2002

Psychonauts
Xbox
Microsoft/2003

Celebrity Deathmatch
PS2
Take 2 Interactive/Fall 2002

Crouching Tiger, Hidden Dragon
PS2
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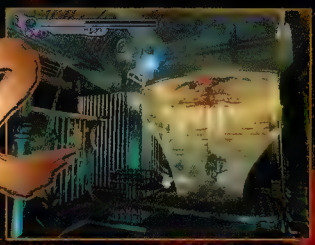
ONIMUSHA 2

Samurai's Destiny

DEATH AND TAXES may be the only certainties in life, but the video game world has its own rules—such as for every successful game, there will be successive games. Thus the sequel, Onimusha 2: Samurai's Destiny. Like a new year's line of automobiles, Onimusha 2 has a sleeker look, more bells and whistles, and improved standard features over its predecessor model, Warlords.

LONE WOLF

Onimusha 2 takes place some time after the first game and introduces a new samurai, Jubei Yagyu. Jubei initially begins a mission of revenge to destroy the slime that trashed his village, but his quest is quickly interrupted when he's swept up in a supernatural plot and crosses paths with four other characters—a female gladiator, a rifleman, a ninja, and a spearsman—that possess various skills. Much of Onimusha 2's strength comes from these four souls: Your interaction with each of them affects how—or if—they'll assist you later in the game. For instance, if you give a sub-character an item to his liking, he'll provide valuable assistance in the form of a return gift or make himself available as a playable character later in the game. Conversely, if you give things they dislike, you'll be ignored. Furthermore, select sub-characters can reach only certain areas; since you can't keep everyone happy all the time, the only way to explore everything is to repeatedly play the game, which guarantees Onimusha 2's replay value.

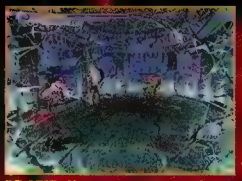


PROTIP: When you see a ceiling fan, stand underneath it and unleash Sendumaru's Magic Attack; chances are you'll activate a nearby elevator.

Onimusha 2 has several secrets—such as The Man in Black mini-game—that can be unlocked depending on how you complete the main game.

One of the best features of Onimusha 2 is the sub-character system, where you can play as different characters depending on how you interact with them.

Onimusha 2 is loaded with high-quality rendered cinema sequences that provide a nice break from the action.



PROTIP: You can get enemy archers to shoot their colleagues: simply line them up, and they'll shoot each other.

RECURRING THEMES

Samurai's Destiny retains the action-oriented theme of the first Onimusha

PROTIP: After you've acquired the Magic Flute, play it before the final fight with Gogandantess. The music will dissolve his shield, and you can have a fair fight.

PROTIP: Be careful when delivering a death stab to a downed opponent because you'll be temporarily vulnerable and open to attack.

PROTIP: When you defeat a robot and it falls over, be sure to stand a good distance away from it because it will explode.

BY MAJOR MIKE

- Developed and published by Capcom
- $49.99
- Available August
- Action/adventure
- 1 player

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	5.0

adventure. As a lone samurai, you hack-n-slash monsters and other supernatural beings, and then absorb released soul energies that, in turn, allow you to execute more powerful attacks, including magic spells. Onimusha 2 brings back most of the good stuff from the first game—swords imbued with wind and lightning—and adds them to an arsenal of new weapons, such as a spear and giant hammer. Solid and simple controls keep Jubei's various abilities in check, and they carry over to the other diverse characters that have their own distinct abilities.

Onimusha 2 becomes increasingly difficult—especially as you approach the climax. If you don't conserve health items for the end of the game, you may have to re-play entire sections in order to restock your inventory, so you'll need to save your game often. The final battle is an anti-climactic war of attrition but nevertheless worth winning in order to access mini-games and other goodies that become available upon finishing the game.

Onimusha 2 serves up another helping of enemy slashing and soul-sucking in this second adventure entitled Samurai's Destiny.

ZONE OF THE PRERENDER

Onimusha 2's razor-sharp visuals are dulled by a few imperfections. The prerendered background scheme continues to serve the series well, but drawbacks—enemy attacks from offscreen and the slight pause as you move between rendered areas—are still present; although scrolling within some screens helps alleviate the problem. There's an abundance of realistic special and environmental effects, too (such as rain, fire, and lightning). Yet pretty as the sights are, some sour eye candy seeps in—most notably horrendous slowdown when the screen is crowded with characters and activity. Eye-popping rendered cinema sequences are worth noting as they provide an entertaining break from the action.

A strong audio track joins the visuals. Stirring music pieces are matched with atmospheric sound effects. As you interact with different characters, you also get a variety of spoken audio that ranges from fitting to annoying. Yet these quibbles almost vanish when the metal starts flying and the blood starts flowing.

When you aren't slashing monsters, you'll be solving brain-bending puzzles.

PROTIP: When you face Gogandanless, forget about going all-out to defeat him; instead try to inflict a little damage on him so he goes away.

THE KINDEST CUT

Onimusha 2: Samurai's Destiny is a worthy successor to the first game as it features enough new elements and excellent replay value. Here's another Onimusha that does the PlayStation 2 justice. G

PROTIP: When you are inside the Demon Cave, use the Great Powder Tube on any statues. When the statues revert back to human form, you may receive a gift.

PROTIP: When you're inside the Demon Cave, use the bow and arrow to destroy any machines from a distance.

GRAPHICS 4.5

The characters are loaded with fine details, and the razor-sharp surroundings are a perfect match. The only drawback is the slowdown that kicks in as the screen gets crowded with activity.

SOUND 4.5

Atmospheric sound effects are coupled with a stirring music score. Conversely, the character vocals are hit-and-miss, and range from perfectly fitting to overly obnoxious.

CONTROL 4.5

Keeping all the character abilities in check is a breeze, and it's easy to unleash various magic spells and weapon attacks. The only thing that's missing is a custom controller configuration.

FUN FACTOR 5.0

Onimusha 2 continues Warlords' narrative with style. It keeps the successful core Onimusha elements, while adding in enough new features to keep it from being more-of-the-same game you've played before. The sub-character system also adds decent replay value.

YAGYU SWORD

You won't touch Jubei's basic weapon after you pick up the Buraitou.

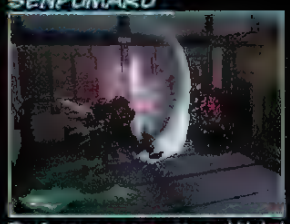
BURAITOU

The Buraitou is imbued with lightning and can shock enemies to defeat.

HYOUJIN-YARI

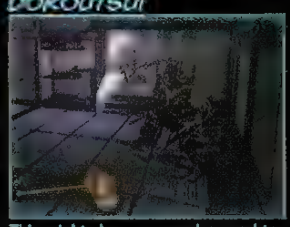
With the Hyoujin-Yari, you can freeze enemies into solid ice then shatter them into pieces with a single blow.

SENPUMARU



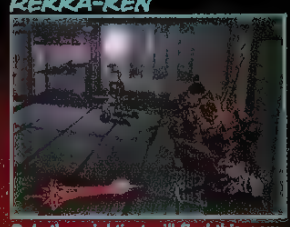
The Senpumaru can create a whirlwind that sucks in and destroys enemies.

DOKOUTSUI



This mighty hammer can be used to pound enemies into the ground.

REKKA-KEN



Only the mightiest will find this powerful weapon. It can unleash a circle of flames that incinerates any nearby enemies.

STUNTMAN

BY AIR HENDRIX

- Developed by Reflections
- Published by Atari
- $49.99
- Driving
- 1 player

ESRB: T (Teen)

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.0	3.0

SINCE STUNTMAN WAS developed by the creators of the popular Driver series, expectations for this game are sky high. As with Driver 2, though, a few critical flaws behave like gremlins inside what's otherwise an impressively original, excitement-packed driving game.

Relentless Pursuit of Perfection

Stuntman puts you behind the wheel as a stunt driver in six films that lovingly knock off classics ranging from 007 to Indiana Jones to the Dukes of Hazzard. Hurtling along preset paths, you must guide a vehicle through a precise series of jumps, swerves, and other hair-raising maneuvers. The requirements for success are unforgiving and demanding; if you make the smallest mistake, it's game over, start again—without the benefit of checkpoints in the often-long series of stunts. If a practice mode that let you learn the ropes at your own pace had been included, it would have made a world of difference.

Without it, Stuntman is truly very hard, and the absence of difficulty levels means no mercy should be expected. Basically, this game is about being perfect—and incessantly repeating a stunt until, at long last, you get it exactly right. Adding to the frustration, the game's physics sometimes feel wrong, and your car will often wreck in goofy, weird ways.

Still, Stuntman deserves major props for its unique concept and thrilling stunts. The buzz of jumping a car over a moving train, whipping it past exploding gas stations, and then burning nitro to soar over a river can't be denied. When you complete a film's stunts, you're rewarded with a trailer that intercuts cine-matics with the stunts you performed—and that's just way cool.

You Are the Wheelman

Stuntman's controls hit the game's highest note, but unfortunately, the graphics and sounds are merely average. The vehicles handle naturally and comfortably, and the scenery offers plenty of colorful variety. But the visuals suffer from a grainy look, and the frame rate often chugs considerably. The sound isn't bad, but the movie theme music and sound effects never really register or impress.

Stumped-man

If you're the sort who likes to crack a tough nut, Stuntman has a pair cast in titanium. It's definitely not for everyone, but for the right gamer who can tolerate its flaws and appreciate its rigorous challenges, it's gold. If that's not you, rent it for a quick spin and check out its cool Driver 3 trailer.

PROTIP: For the cannon jump in the daredevil arena, time the last jump correctly by letting off the gas just as you pass the line on the floor inside the cannon.

PROTIP: For better handling, stay off the brakes. Before you begin a turn, lay off the gas, then gradually accelerate as your car starts to properly exit the corner.

PROTIP: If the director tells you to hit something (like the ski rack above), it's [illegible] to just brush its edge.

PROTIP: [illegible] *Whoopin's* Outta Town Nitro sequence, aim for the chimney by lining up on the arrows as you crest the hill.

PROTIP: [illegible] Finish the Drink sequence, [illegible] e-brake to 180 through the [illegible] the exit of the warehouse.

PROTIP: In *Blood Oath's* Rooftop Rumble sequence, stay [illegible] the first explosion to avoid getting [illegible] later.

PROTIP: Memorizing each stunt is vital—the traffic and obstacles are always identical.

GRAPHICS 3.0

Stuntman nicely creates a movie-set feel with colorful locales and sharp cut-scenes. But a grainy look pervades the graphics and the frame rate lags at times.

SOUND 3.5

There's nothing bad about Stuntman's sounds…but there's nothing sexy, either. The director's cues could come a little sooner, but the movie music and sound effects do their duty.

CONTROL 4.0

If you've played Driver, you know these controls. The vehicles have a natural, responsive feel that's easy to learn, and sliding through corners with the e-brake is a blast.

FUN FACTOR 3.0

While you've gotta love Stuntman's originality and electrifying stunts, its high level of frustration and repetition will drive many gamers away. Far, far away.

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The Mark of Kri

BY FOUR-EYED DRAGON

- Developed by Sony San Diego Studios
- Published by Sony
- $49.99
- Available now
- Action/adventure
- 1 player

MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

THE HACK-N-SLASH genre takes on a whole new and more innovative meaning in The Mark of Kri, Sony's mature action/adventure that is as original in gameplay as it is in visual design.

PROTIP: Always choose to perform a stealth attack before going out in full force. That way, you'll avoid unneeded attention from mobs of enemies.

The Creed of Kri

Kri's story tells of a young warrior named Rau who uses excessive force to protect the world from evil. In this beautifully designed tale, which looks a lot like a Disney movie, Rau must retrieve a dark and powerful spell that was broken into pieces and scattered across the land. Sounding straight out of one of the *Conan* movies, the engaging narrator explains Rau's adventure as the hulking warrior fights within vividly detailed fantasy worlds.

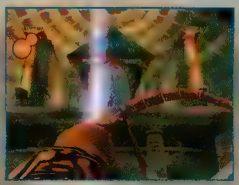
PROTIP: In the later levels, soldiers will walk back to their original position if you wait too long after distracting them.

Rau-sing Success

Although the story is compelling, the core of Kri is Rau's fighting style. As Rau, you can disembowel groups of henchmen with your sword, spear, or ax; perform headshots with your bow and arrow; and decapitate enemies with your bare hands (the many grisly acts, of course, warrant a Mature rating). Essentially, there's an entire slew of moves that can be performed through a unique combat system. You can select and deselect a gang of baddies at will and then perform countless combos to eliminate all who are in your way with ease. The game's challenge, however, doesn't lie in the number of people you can wipe out at one time. Instead, you must choose how to kill a group of warriors in the most effective way so that you don't get slaughtered by just running into battle.

The combination of both a visually pleasing adventure and an exceptional combat system makes The Mark of Kri a worthy buy for any mature gamer who can enjoy a hacking challenge.

PROTIP: Finish off the warrior lying on the ground, or else he'll get right back up and start attacking again.



PROTIP: If there's an archer involved during a battle, take him out first before fighting the guys holding blunt objects.

Aggressive Inline

BY FOUR-EYED DRAGON

- Developed by Z-Axis
- Published by Acclaim
- $49.99
- Available now
- Inline skating
- 2 players

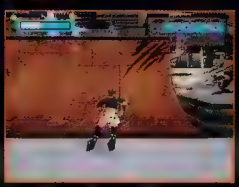
TEEN T

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

THE EXTREME SPORTS genre has a new superstar. And while it may not have a legendary name like Tony Hawk behind it, Aggressive Inline does have an addictive and creative gameplay style that everyone can enjoy.

The Daily Grind

Aside from the usual jump-trick combo gameplay, Inline contains innovative character actions that make virtual roller skating even more enjoyable. Just by pressing a single button, you can vault off objects, spin around poles, and bail out of crashes. Doing all of these extra cool movements enables you to do more insane stunts and gives you more freedom to explore levels. The addition of some really cool grinds that aren't found in other X games is also a plus. Moreover, the control scheme is simple to learn, easy to execute, and fun to master.



PROTIP: Line up with the skid marks to make the best transfer.

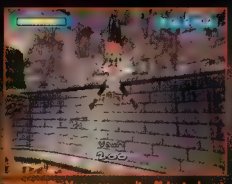
PROTIP: In the industrial level, you'll find a special move power-up on top of the platform above this place.

Stand In-Line

Aggressive Inline's pleasing sights and sounds only punctuate the game's excitement. Each of the seven levels—from the built-to-scale, fully operational amusement rides on the boardwalk to the countless exhibits inside the museum—are brimming with colorful detail. Even better, the levels are filled with well-hidden areas that are modified based on the actions that you perform. A rocking soundtrack of mixed hip-hop and rock tunes and funny voices from strolling pedestrians completes the game's fantastic audio score.

Inline skating is probably not the first alternative sport that comes to mind for exciting gaming, but once you start playing Aggressive Inline, it could be in your thoughts for awhile.

PROTIP: To get up to a high ledge, immediately grind or handplant at the peak of your jump.



PROTIP: You can vault off just about anything in front of you. Use this action to get to hard-to-reach places.

Features music from:
The Offspring, Bad Religion,
Methods of Mayhem,
Brian Setzer '68 Comeback Special,
& Citizen Bird

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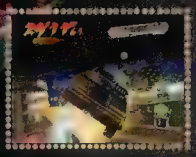

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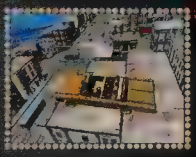

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BY PONG SIFU

- Developed by Silicon Knights
- Published by Nintendo
- $49.99
- Available now
- Survival/horror
- 1 player

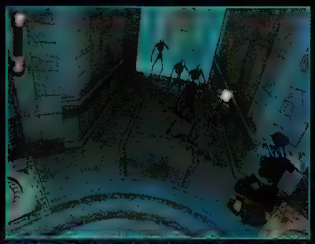
MATURE M

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

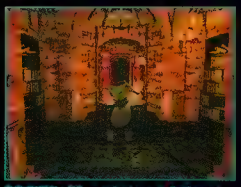
ETERNAL DARKNESS

Sanity's Requiem

While Eternal Darkness may not deliver the gruesome and graphic chills of Silent Hill and Resident Evil, it holds its own with multiple, tightly meshed story lines, deep spellcasting elements, and a reality-bending sanity system.



PROTIP: Try hiding behind corners and walls, and when enemies are in range, decapitate them. This will keep them from spotting you and, thusly, diminishing your sanity.

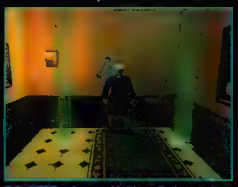


PROTIP: When playing as Anthony, fill the three urns with water to make them heavy, and then stand on the iron plate to open a secret passage.

The Lurking Fear

You start the game as a young woman investigating her grandfather's grisly death by unknown forces. While exploring your ancestral mansion, you discover the *Tome of Eternal Darkness*, an arcane book that spins the tales of a variety of characters, such as a Franciscan monk, a 12th Century Cambodian slave girl, and a World War I journalist. You play all of these characters and experience their descent into despairing territory, while each story contributes to an encompassing, time-spanning, and thoroughly engaging narrative.

FIND OUT MORE ONLINE



PROTIP: Cast a Xel'lotath (green) element Reveal Invisible spell when you see the Ulyaoth (blue) sigil to reveal a hidden door.

As you progress through the game, you collect runes that, when combined, enable you to learn magical spells that can be used to power up weapons, create force fields, and summon supernatural creatures. There are different spell strengths and alignments, and figuring out which ones to use for specific enemies, puzzles, or obstacles gives Eternal Darkness a strategic depth lacking in other genre offerings. The combat system is great, and Silicon Knights has implemented a wicked targeting system that enables you to lop off specific body parts of your enemies.

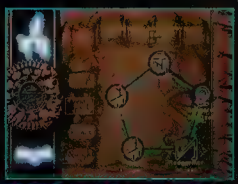
In the Mouth of Madness

Eternal Darkness's biggest draw is its sanity system, and it's worth the hype. Each character has a sanity meter, which diminishes whenever an enemy spots you. When it reaches a certain point, you'll experience freaky auditory and visual hallucinations. While the Sifu won't spoil any surprises by describing them, trust him when he says they are punishingly cool and add such a surreal element to the game that you'll find yourself purposefully driving your character insane just to see the phantasmagoria Silicon Knights has whipped up.

PROTIP: When you finally face the teleporting creature in the basement, destroy the obelisk so it cannot replenish its energy.

Eternal Darkness sports slick visuals—the architecture, character models, and textures are all superb, as are the real-time lighting and particle effects. Enemies, ranging from insectoid gods and walking corpses to amorphous, effluvia-oozing demons, burst from the most fevered dreams of H.P. Lovecraft. The moving camera pulls off dramatic pans and angles without obscuring or confusing the gameplay with abrupt perspective switches, augmenting the intuitive controls. Better than average voice-acting accompanies a rich musical score, which vacillates between thunderously bombastic and ominously droning, depending on the dramatic needs of the scenario.

PROTIP: To open the blocked door, summon a Trapper and send it through the hole in the wall. When it comes across the dead soldier who's blocking the door, use the Trapper's magic to send his corpse to another dimension.



PROTIP: Create five-point spells by combining the same runes as the corresponding three-point spell, and then add two Pargon runes to give it more power. Add another two Pargon runes to create seven-point spells.

A Descent Into The Maelstrom

If you're hankering for a rich story and solid gameplay with a hallucinogenic twist, then Eternal Darkness will not disappoint as even survival/horror vets will find enough unique elements in it worth flipping for.

GRAPHICS 4.5

Eternal Darkness sports dazzling visuals, complete with great particle and lighting effects, detailed and realistic textures, and imaginative architecture. The game's gruesomely rendered Khmer demons, corpse gods, and gigantic effluvia-oozing creatures destroy.

SOUND 4.5

From the crackling of torch flames to the clinking of Pious Augustus's plate-mail armor, the sound design is subtle and realistic, while the howls and screams of the game's supernatural creatures and the spell-casting chants are absolutely satanic. The convincing voice-acting is accompanied by a rich musical score, which is always dramatically appropriate.

CONTROL 4.5

Eternal Darkness features a moving camera system that sticks to the on-screen action and makes maneuvering much less of a chore than in, say, Resident Evil. Overall, controls are intuitive and easy, and the targeting system makes for some scary-cool combat.

FUN FACTOR 4.5

With its deftly meshed story lines, deep use of spellcasting, and innovative insanity system, Eternal Darkness is a unique and tasty addition to the survival/horror genre. Even if you're not a fan of the genre, you will dig this game for verily it doth kill.

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T TEEN
CONTENT RATED BY ESRB

Suggestive Themes
Violence

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WWE WrestleMania X8

BY D-PAD DESTROYER

- Developed by Yuke's
- Published by THQ
- $49.99
- Available now
- Wrestling
- 4 players

ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	2.0	3.0	3.0

WrestleMania X8 is the first wrestling game since WWE took over WCW and got sued by wildlife conservationists, and sadly, that's about all that's new. There's no real "season" mode, and what there is lacks the excitement of even a Street Fighter game's pre-match flair. Grappling and striking still work in the simplistic way of every wrestling game since AKI's N64 grapplers, and while wrestling fans who just want to be The Rock will be pleased with this, people looking for more control will be sorely disappointed.

Yes, there are tables. Yes, you can slam someone onto the tables. No, you can't catch the tables on fire and burn your opponent's house down. Stop asking.

PROTIP: To get someone off the cage, you just have to run into the cage wall. They, on the other hand, have to jiggle the analog stick like maniacs. Where's that smoke coming from?

PROTIP: Make sure you set up the ladder in the very middle of the ring, or you won't be able to reach the belt swinging overhead.

PROTIP: Take note of where your finishing move leaves your opponent. You want your foe to land far from the ropes so that when you run there's no rope break.

Hulkamania runs wild before your eyes. These are some of the all-time best-looking wrestler models. Too bad they move like robots.

Whatcha Gonna Do?

WrestleMania certainly looks great with accurate wrestler models and excellent arenas, but the slack animation system lacks the fluidity and realism of motion-captured animations in other games. Also, for some reason, the female wrestlers look like bipedal goats.

The folks at Yuke's, many of whom worked on AKI's N64 titles, have been making wrestling games for years, but the company can't seem to settle on a successful control scheme. Actions like picking up tables, climbing the corner ropes, and escaping a steel cage are unintuitive and annoying. You'll get friction burns as you jiggle the analog stick and bang the A button to make your character slooooooowlyyyy liffffft hiiis armmmm overrrr the caaage. It's silly and annoying, and it easily deflates the fun of a cage match.

Last but not least, X8's sound is purely awful. The wrestlers' entrance tunes sound like they're muted through a blanket over the speaker, and the in-match elevator muzak tears away the WWE attitude the game tries so hard to invoke. It's as if Yuke's thought it was working with the sound-unfriendly N64.

Still the Bottom Line

Wrestling fans deserve a great wrestling game, but unfortunately, this isn't it. It had promise, but in one way or another WWF/WWE game hurt by lack of attention to the game in favor of the license.

Bomberman Generation

BY MAJOR MIKE

- Developed by Hudson Soft
- Published by Majesco
- $49.99
- Available now
- Action/adventure
- 4 players

ESRB: E

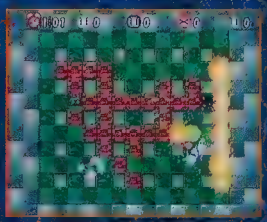
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.5

One of the classic and quintessential video game franchises arrives on the GameCube with its timeless lesson of problem-solving through the proper placement of explosives. Bomberman Generation, though, is a more balanced offering than other games in the series with an in-depth one-player Normal game—including Pokemon-esque mini-contests—that plays like Zelda with bombs instead of swords and shields.

Naturally, Bomberman has always been about multiplayer mayhem, and Generation serves up its share of addictive craziness. Even though the additional Battle games provide welcome variety, they can't touch the trademark four-player every-man-for-himself Standard Battle; and for B-man purists, the perspective can be altered from slanted 3D to "classic" flat 2D overhead view.

Bomberman comes with solid features. Even if you've seen enough cel-shaded graphics to induce spontaneous self-combustion, Generation's subtle pastel colors don't draw undue attention. The whimsical all-too-cute music, though, quickly grinds on the nerves as do the kiddy character voices. The straightforward control scheme keeps Bomberman's few abilities under tight command. Ultimately, Bomberman Generation delivers decent solo fun, but this game is best played with four friends hunched around the television, bent on trying to blow each other to smithereens.

PROTIP: When you reach the arena in World 1-3, Sukkor Hills, use bombs to peel off the mine sheets. This will reveal the [illegible] you're looking for.



PROTIP: Bomberman has always been about living, so if you "accidentally" touch the Poison item, get over to Ichor Hills [illegible]

xXx

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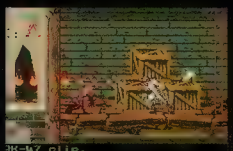

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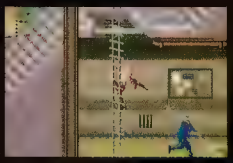

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BY DAN ELEKTRO

- Developed by Hitmaker
- Published by Sega
- $49.99
- Available now
- Driving/action
- 1 player

T TEEN

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	4.0	4.0

Crazy Taxi 3 High Roller

CRAZY TAXI is back on duty with High Roller, the series' Xbox debut. It's more of the same arcade goodness...with an accent on "more of the same."

A Checkered Past

Crazy Taxi 3 is something of a "greatest hits" package. The environments from the first two games, West Coast (loosely based on San Francisco) and Small Apple (a riff on New York City), appear in their entirety, complete with original drivers and music. They're joined by the new Las Vegas–themed Glitter Oasis, which features the same core gameplay as before: race around town, pick up passengers, and dump them at their destinations as quickly as possible. Any cool moves you pull off on the way there—wild jumps, diving between traffic, wicked powerslides—earn you more cash. You can now pick up multiple passengers and pull off Crazy Jump moves in the West Coast area, too, which adds some fresh gameplay to an old friendly track.

PROTIP: If there's traffic between you and a drop-off zone, leap over it with a Crazy Jump; you'll pick up some tips in the process.

PROTIP: To get past Crazy Ramps, do a Crazy Dash at the bottom of each ramp, then do a Crazy Jump at the top.

PROTIP: In Crazy Football, weave to the sidelines and then cut back to the middle and around the lines of attacking traffic.

Crazy (Box) X

Before you can really rock at the main game, you'll need to master moves like powerslides, turbo starts, and well-timed jumps. In other words, you'll have to run the gauntlet of Crazy X, a collection of challenges that will teach you the necessary techniques. You'll find yourself driving in oversized bowling alleys and head-on into traffic on a football field as you build your skills—and you might wind up cursing a lot, too, since there's very little margin for error in these tests. Even when you know what you're supposed to do, the actual execution tends to take time—the controls feel tight, but you will have to find a rhythm. Once you do, however, you'll be well-equipped to burn up the town.

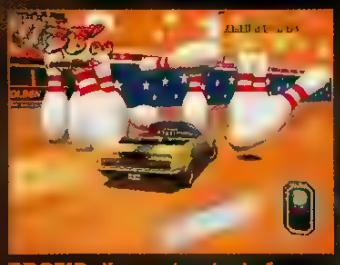
PROTIP: A controlled Crazy Drift will always take you around a corner faster than simple steering. Practice it!

PROTIP: You have precious seconds if you can [illegible] to a new fare without making them scramble for cover.

Meter Made

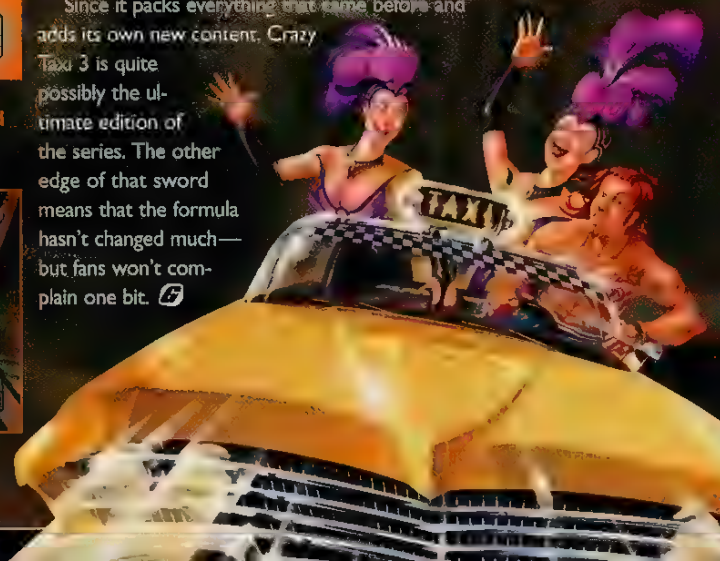
The graphics look crisp—arcade-worthy, if not better—but the slowdown on parts of Glitter Oasis is a major disappointment. Citizen Bird joins punk mainstays The Offspring and Bad Religion for the soundtrack, while the announcer and passenger voices return in all their goofy glory from previous Taxi games.

Since it packs everything that came before and adds its own new content, Crazy Taxi 3 is quite possibly the ultimate edition of the series. The other edge of that sword means that the formula hasn't changed much—but fans won't complain one bit.



PROTIP: If you miss pins in Crazy Bowling, immediately turn around and clean up the spare; you won't have time to go back later.

PROTIP: Use the [illegible] on Glitter Oasis as ramps and catch some major air!



GRAPHICS 4.0

The locales look super sharp, but why does a game this fast suffer from old-school slowdown? The new track Glitter Oasis bogs down in some sections of the course, spoiling an otherwise awesome drive.

SOUND 4.0

Everyone's favorite gravel-voiced announcer returns to goad and encourage you in crrrr-azy vehicular stunts. A slammin' punk soundtrack makes it easy to floor the accelerator, but it repeats fairly often.

CONTROL 4.0

Crazy Taxi is all about the controls: If you can't master the Crazy Drift, Crazy Hop, and Crazy Dash, you're doomed. Sharp controller response makes them easy to execute...but only after lots of practice. Lots.

FUN FACTOR 4.0

The Crazy X tests may be frustrating, but that won't slow you for long—Crazy Taxi 3 features plenty of the insane gameplay that has made it a fan favorite in the past. High Roller is comfortable fun.

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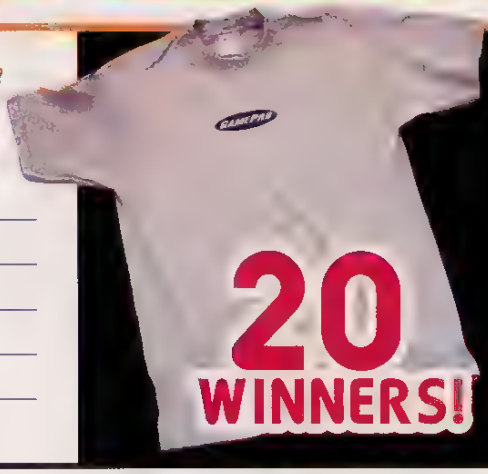

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1. Please indicate whether you read and, if so, how useful you found each of the following sections from this issue of *GamePro*. Circle "All" if you read the entire section, "Some" if you read part of the section, and "None" if you did not read the section. If you read any part of the section, please let us know how useful it was by circling **"1" for "not at all useful" to "5" for "very useful."** Thanks!

Cover	All / Some / None	1	2	3	4	5
Table of Contents	All / Some / None	1	2	3	4	5
Editor's Letter	All / Some / None	1	2	3	4	5
Head2Head	All / Some / None	1	2	3	4	5
Art Attack	All / Some / None	1	2	3	4	5
Buyers Beware	All / Some / None	1	2	3	4	5
ProNews	All / Some / None	1	2	3	4	5
NetPro	All / Some / None	1	2	3	4	5
Cutting Edge	All / Some / None	1	2	3	4	5
Cover Feature (Power of the 4s)	All / Some / None	1	2	3	4	5
PC GamePro	All / Some / None	1	2	3	4	5
Hot at the Arcades	All / Some / None	1	2	3	4	5
Game Boy Advances	All / Some / None	1	2	3	4	5
Sneak Previews	All / Some / None	1	2	3	4	5
PlayStation 2 ProReviews	All / Some / None	1	2	3	4	5
GameCube ProReviews	All / Some / None	1	2	3	4	5
Xbox ProReviews	All / Some / None	1	2	3	4	5
Sports Pages	All / Some / None	1	2	3	4	5
Role-Player's Realm	All / Some / None	1	2	3	4	5
Fighter's Edge (Tekken 4)	All / Some / None	1	2	3	4	5
Code Vault	All / Some / None	1	2	3	4	5

2. What system do you consider your main game system? (Pick only one.)

- ☐ Dreamcast
- ☐ Game Boy Advance
- ☐ Game Boy Color
- ☐ GameCube
- ☐ Genesis
- ☐ Macintosh
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ PS one
- ☐ Super NES
- ☐ Xbox

3. What game system do you plan to buy in the next 12 months? (Pick only one.)

- ☐ Dreamcast
- ☐ Game Boy Advance
- ☐ Game Boy Color
- ☐ GameCube
- ☐ Macintosh
- ☐ Nintendo 64
- ☐ PC/Windows
- ☐ PlayStation 2
- ☐ PS one
- ☐ Xbox

4. Please indicate which of the following publications you purchase or read at least six times per year:

- ☐ *Computer Gaming World*
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- ☐ *ESPN Magazine*
- ☐ *Game Informer*
- ☐ *Game Now*
- ☐ *GamePro*
- ☐ *Maxim*
- ☐ *Nintendo Power*
- ☐ *Official PlayStation Magazine (OPM)*
- ☐ *Official Xbox Magazine*
- ☐ *PC Gamer*
- ☐ *PSE2*
- ☐ *PSM*
- ☐ *Sports Illustrated*
- ☐ *Tips & Tricks*

5. Would you like to see expanded editorial coverage on the following:

Anime	Yes	No
Arcade Games	Yes	No
Cell Phone Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
DVD Movies	Yes	No
Game Developers	Yes	No
Game Peripherals	Yes	No
Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

6. What games would you like to see ProStrategy Guides for?

_____

_____

7. Pick six games below that you would like to see on a *GamePro* cover:

- ☐ Doom III
- ☐ Final Fantasy XI
- ☐ Grand Theft Auto: Vice City
- ☐ Gran Turismo 4
- ☐ Harry Potter 2
- ☐ Kingdom Hearts
- ☐ The Legend of Zelda
- ☐ The Lord of the Rings: The Two Towers
- ☐ Madden NFL 2003
- ☐ Metroid Prime
- ☐ Mortal Kombat: Deadly Alliance
- ☐ NFL 2K3
- ☐ Resident Evil Ø
- ☐ Shinobi
- ☐ Star Fox Adventures
- ☐ Star Wars Episode II
- ☐ Super Mario Sunshine
- ☐ Tomb Raider: The Angel of Darkness
- ☐ Tony Hawk's Pro Skater 4

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9. Have you ever visited the *GamePro* Web site (www.gamepro.com)?

☐ Yes ☐ No

10. Do you plan to play online games with the PS2 or Xbox?

PS2: ☐ Yes ☐ No Xbox: ☐ Yes ☐ No

Tell us what you THINK!

NCAA Football 2003

BY AIR HENDRIX

- Developed by Tiburon
- Published by EA Sports
- $49.99
- Football
- Available now
- 4 players

EVERYONE E CONTENT RATED BY ESRB

PLAYSTATION 2 GAMECUBE XBOX

NCAA FOOTBALL 2003 is the first to kick off this season, and there's no doubt about one thing: It's an excellent game. Brimming with impressively deep features and a convincing college atmosphere, NCAA 2003 will earn votes as one of the year's top programs no matter what its competition brings to the turf.

Heisman Candidate

While NCAA 2003 is based on a retooled version of the Madden engine, it deftly defines its own identity with a deep set of features that captures the feel of the college game. Along with basics like all 117 Division I-A teams and stadiums, you'll find 28 bowl games, over 200 fight songs, cheerleading squads for each school, and even 50 mascot teams. You can also create your own school and exhaustively spec out details ranging from its playbook to its logo to its fight song.

PROTIP: If you can switch to a DB while a pass is in the air, position yourself in front of the intended receiver and go up for the block.

PROTIP: When returning kicks, follow the blocking. Also, there are sometimes more possibilities if you head up the middle.

Unlike Madden 2003, NCAA unfortunately doesn't allow you to create your own plays, but it does provide new ones, including WR splits and option variations. The exciting, realistic gameplay benefits from well-staggered difficulty levels and off-season A.I. upgrades that improved the running game and defensive pass coverage.

PROTIP: If you're having trouble finding interested recruits in the early stages of a dynasty, look for prospects whose top schools are geographically close to yours.

Along with practices and season play, the sharp Rivalry mode lets you battle through classic fall matchups and earn trophies like the Old Oaken Bucket or the Stanford Axe. But for true college fans, the heart of the game will be the remarkable Dynasty mode. Over the course of 60 seasons, you assume responsibility for every detail of a program's success, including recruiting, redshirting, hiring and firing coaches, winning games, and racking up prestigious bowl bids. New this year is the custom-schedule feature: Although you can't change your conference or traditional matchups, you can fill in the other blanks with whatever teams you like.

PROTIP: If you've been passing for a while, switch to a running play (or vice versa), but choose one from the same set—you'll often fool the D and bust through for good yardage.

Bowl Bidder

The three versions of NCAA are virtually identical—you'll have to peer through a magnifying glass to spot the few minor differences. The main points involve graphics, and the Xbox version clearly looks the best, sporting the crispest details, richest colors, and best lighting. Those familiar jaggies crop up occasionally on the PS2, and the GameCube's visuals have an odd blurriness at times. The only other notable difference is that the GameCube version doesn't control quite as comfortably, but that's mainly because the controller layout isn't as suitable for sports games.

PROTIP: If you're ahead in the fourth quarter, waste time by letting the play clock almost run out before you snap the ball.

PROTIP: Time diving tackles carefully. They're less accurate, and if you don't fully connect, you'll either take your player out of the play or give your opponent a chance to lateral the ball.

Across the board, the graphics are slick with a graceful, lifelike style to the animations and great detail in the stadiums, uniforms, and more. The audio also scores big with rousing crowd cheers and marching bands, while the three-man commentary is both instructive and entertaining. It does start to get repetitive fairly quickly, though. Lastly, excellent controls deliver a highly responsive feel and a huge roster of cool moves, including a new defensive ball swat.

PROTIP: A running play like the QB Draw out of a passing set like Shotgun can catch the defense off guard.

Poll Power

NCAA College Football 2K3 and NCAA GameBreaker 2003 were still in training camp at press time, but EA's NCAA game is so strong that you can safely make it your number-one pick. Even if one of its competitors turns in a stellar performance, NCAA Football 2003 is the kind of fine game that sports fans will be happy they bought.

PLATFORM	GRAPHICS	SOUND	CONTROL	FUN FACTOR
PS2	4.5	4.5	5.0	5.0
GameCube	4.0	4.5	4.5	5.0
Xbox	4.5	4.5	5.0	5.0

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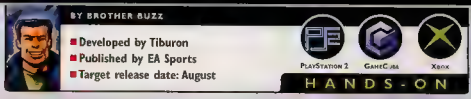
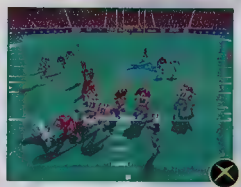
Madden NFL 2003



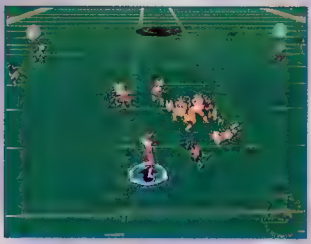


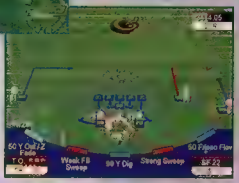
ABOUT BANGING HELMETS with NFL 2K2 and NFL Fever 2002 last year, the Madden NFL team is muscling up for another competitive football season, and fans will love the fine-tuning that Madden NFL 2003 is receiving for all next-gen systems.

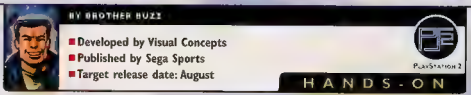
Across the board in preview versions for the PS2, Xbox, and GameCube, the controls felt firmer, the gameplay animations were smoother and quicker, and the A.I. played more aggressively. Ballcarriers, for example, caused missed tackles by busting crisp jukes, and runners seemed to slip tackles as they crossed the line of scrimmage. Madden 2003 doesn't cross the line into arcade speed, but EA Sports has gently tapped the accelerator.

Of course, much is riding on new features that weren't complete at press time. Online gameplay, for one, could be big. And the snippets of play-by-play by Al Michaels, who replaces Pat Summerall, already sounded exciting. Madden appears ready, willing, and able to take on all comers. It might not miss a tackle in 2003.

NFL 2K3







FOOTBALL SEASON looks like a ton of fun this year, thanks to NFL 2K3. Conceding nothing to perennial powerhouse Madden NFL 2003, 2K3 is geeking up for the big game. The visuals, controls, and even franchise mode are all receiving upgrades.

Building on last year's impressive visual performance, improvements and additions will be most noticeable on the field. Gone is the 2K series' stylized "lanky" look—the PS2 preview version showcased realistic, proportionate player models with deeper, richer character colors. A crowd of new animations with slick moves and bodies flying all over the field was also evident. It was particularly fun to watch the action away from the ball with cool individualized moves happening throughout the play.

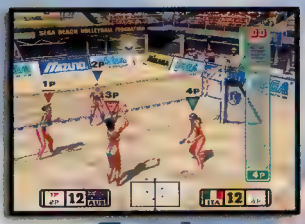
The early build demonstrated that the controls will retain their firm command of your plays. The A.I. played smart and tough, and computer-controlled ballcarriers were harder than ever to bring down. A very handy audible interface will enable you to set audibles on the fly on both offense and defense.

NFL 2K3 is also making a move on franchise mode, but it wasn't available for this preview. So far, though, 2K looks more than "OK" for 2003.

BEACH SPIKERS

VIRTUA BEACH VOLLEYBALL

Bump!



Set!

Spike!

Beach Volleyball has Never Been Hotter!

SEGA

NINTENDO GAMECUBE

EVERYONE

E

CONTENT RATED BY ESRB

NFL Fever 2003

BY FOUR-EYED DRAGON

- Developed and published by Microsoft
- Target release date: September

Xbox

FIRST LOOK

NFL FEVER 2002 for the Xbox, Microsoft's first foray into the pro football genre, generated more than just mild applause with pigskin enthusiasts last year. Indeed, Fever was on par with the big boys—Madden and 2K2—showcasing remarkable visuals and superb gameplay. This year, NFL Fever 2003 promises to go beyond its previous achievement, mixing an even more realistic feel with challenging gameplay and depth.

The quintessential part of Fever 2003 will be its online compatibility. The game will be one of the first titles to support the Xbox Live online service, enabling players across the country to compete against each other anytime, anywhere. And as you play in all 32 photo-realistic stadiums—including the new home of the Houston Texans—you'll be greeted by highly detailed player models wearing their trademark gloves, wristbands, taped fingers, and mouthpieces. Plus, amid the home-crowd cheers, you'll now be able to hear defensive players call audibles. An engaging Dynasty mode will also enable you to build and develop your own NFL team from scratch. Xbox football looks like an interesting three-way battle, and the gloves will come off this September.

Street Hoops

BY DAN ELEKTRO

- Developed by Black Ops
- Published by Activision
- Target release date: August

PlayStation 2 Xbox

HANDS-ON

AFTER YEARS OF dominance by the NBA, Activision is bringing basketball back to where it belongs—the street. No mere cash-in on the culture, Street Hoops will keep it real with licensed playground players like Main Event, The Future, and Half Man Half Amazing (the real one, not that Toronto wannabe)—the same guys you see pulling sick tricks on the *And 1 Mix Tapes* and Nike commercials. Now those insane passes and thunderous dunks will be yours to perform in 1-on-1 to 5-on-5 play.

Each player on your team can be outfitted with tattoos, jewelry, and your choice of name-brand sportswear, including And 1, Sean John, Ecko, and several other big names. You'll need cash for that stuff, so you might want to place a side bet on your next match. The player customization was cool in the early preview versions for both systems, but the gameplay was even better, featuring tight controls, smooth animation, a hip-hop soundtrack, and some snappy announcer patter. Street Hoops is gonna be all ball—see if you can hang this summer.

BY AIR HENDRIX

- Developed by Visual Concepts
- Published by Sega
- Target release date: October

PlayStation 2 GameCube Xbox

FIRST LOOK

NHL 2K3

After two rocky but promising Dreamcast seasons, the NHL 2K series looks like it will finally offer a Stanley Cup contender on the next-generation platforms. NHL 2K3 will add a multi-season Franchise mode that includes trades and drafting, retooled puck movement and special-teams play, online play for the Xbox version only, new announcers, and an ESPN presentation. The game will strive for a true-to-the-sport feel, so you'll be able to pin other players against the boards and preset different strategies for each line. For the first time in years, the competition on the rink should be fierce this fall.

BY AIR HENDRIX

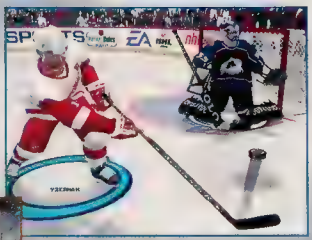
- Developed by EA Canada
- Published by EA Sports
- Target release date: October

PlayStation 2 GameCube Xbox

FIRST LOOK

NHL 2003

EA Sports' NHL series has owned the rink for countless seasons now, but this fall, it will face its first stiff competition in years in the form of Sega's NHL 2K3. To counter that, NHL 2003 is hitting the ice with a new game-breaker shot (earned by building momentum) and a "dynamic deke" move that will provide better control of the player's stick as you attempt to bust off fakes and jukes. Goalie A.I. is also being tuned, and new on-ice audio recorded at real hockey games should be a welcome break from last season's aggravating announcers.



Note. All screens shown here are from the PlayStation 2 version.

BY TOKYO DRIFTER

- Developed by Team Ninja
- Published by Tecmo
- Target release date: Fall 2002

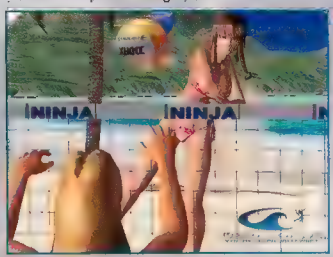
Xbox

FIRST LOOK

Dead or Alive Xtreme Beach Volleyball

FIND OUT MORE ONLINE

The game that people joked about but secretly hoped in their dirty hearts would get made is becoming a reality. Dead or Alive Xtreme Beach Volleyball will pit the fighting game's voluptuous gals against each other in the popular summer sport. Although the main focus will be on volleyball, you'll be able to participate in other mini-games and activities like gambling in order to buy new items like swimsuits, tanning lotion, and many more fun things for your character. DOA 3 save files on your hard drive will also unlock bonuses that can't be obtained otherwise...crazy!



BY STAR DINGO
Developed and published by Bethesda
$49.99
Available now
RPG
1 player
ESRB: T
GRAPHICS 4.5 | SOUND 4.0 | CONTROL 3.5 | FUN FACTOR 5.0

PLATFORM
Xbox

MORROWIND IS QUITE possibly the ultimate nonlinear RPG on the PC—and here it is, console gamer, waiting patiently for you in all its glory on your little Xbox machine.

JOURNAL UPDATED

FIND OUT MORE ONLINE

The Elder Scrolls III MORROWIND

Don't expect to get swept up in any FFX-style drama in Morrowind, and don't expect to get attached to any memorable characters…because there isn't any of either. But Morrowind isn't about the story: It's about everything else. Your play style directly and very naturally affects the way your character's skills progress, and the customization possibilities are endless: be a petty thief and part-time pearl diver; be a spell-making necromantic diplomat assassin for the Great House Telvanni. Morrowind is enormous, and incidental dungeons and towns that exist purely for side-questing purposes are everywhere, each with its own distinct (and sometimes utterly alien) look and feel.

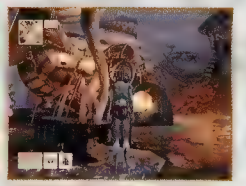
PROTIP: Kill the Netch outside Gnaar Mok. Now practice your Speechcraft on the townspeople; if their fondness for you gets too low, just mention the dead Netch repeatedly.

THE MORROWIND XPERIENCE

Controls are Morrowind's biggest issue, though it's impressive that the game's complex PC/keyboard–inspired scheme works *at all* with the Xbox controller. Getting around is easy (similar to in Halo), though switching between magic and weapons during the real-time battles gets awkward and chaotic, and the menu system learning curve is quite steep. The graphics move smoothly, marred occasionally by texture glitches, frame-rate shudders, and easily forgivable instances of landscape draw-in. Sound effects range from quite good (swords, random villager-speak) to annoying (certain enemies' repetitive screeches); and while it seems like there's really only one song played on an endless loop, at least it's easy on the ears.

Morrowind is a great game, but its wide-open structure means it's definitely not for everyone. If it sounds like your kind of game, however, go make peace with your friends now. You won't be seeing them for a while.

PROTIP: To boost your spell skills, have a spellmaker create a petty "practice" spell that uses only one Magicka, then run around casting it like mad.



PROTIP: NPCs (non-player characters) notice little things like the clothes you wear. Reactions will change should you choose to roam the countryside without pants.

PLATFORM
PlayStation 2

Romance of the Three Kingdoms VII

BY BROTHER BUZZ
Developed and published by Koei
$49.99
Available now
RPG
1 player
ESRB: E
GRAPHICS 3.5 | SOUND 3.0 | CONTROL 4.0 | FUN FACTOR 3.5

ROMANCE OF THE THREE KINGDOMS VII is yet another version of Koei's statistics-based retelling of the famous, ancient Chinese fable, *Romance of the Three Kingdoms*. This version contains 10 scenarios in which you build up the attributes of one of 535 characters to scale the political, social, and military ranks of old China.

Playing by the Numbers

If you get a thrill from watching numbers add and subtract, this is the game for you. The expertly arranged menu system enables you to easily manage a complex set of commands that put all aspects of running a province, playing politics, and commanding a military campaign at your fingertips. Most of the slow-moving "action" centers around civic improvements and political intrigue, but military campaigns break out once in a while.

PROTIP: Build trust with the people to ensure their total support in war and peace. Use Patrol in the Personal Commands menu.

As you might imagine, the sights and sounds in this game are minimal at best. Of course, there are beautiful, picturesque depictions of the old Chinese countryside and exquisite character portraits, and this is the best-looking RTK yet, but by comparison to other RPGs, that's not saying much. The music sets a nice Asian mood, but the sounds don't offer much beyond that.

PROTIP: To make another officer more likely to agree to tutor you, use the Social Commands to build up your bond with him.

PROTIP: You can stave off attacks from neighboring provinces by using the Diplomacy Commands, Envoy and Treaty, as often as you can.

PROTIP: During battles, always try to surround the enemy with your forces, but retreat when you face superior numbers.

A Little More Romance

Romance of the Three Kingdoms VII is a deep, intense, time-consuming game. It isn't everyone's cup of tea, and RTK fans know exactly what we're talking about. However, if your tastes tend toward tactics and you have the imagination to manage epic political intrigue, Romance awaits you.

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.hack: Infection

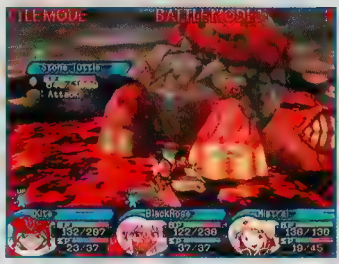
BY FENNEC FOX

- Developed by Cyber Connect 2
- Published by Bandai
- Target release date: October

PlayStation 2

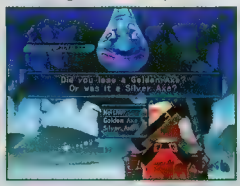
HANDS-ON

YOU THOUGHT EVERQUEST was addictive? Wait until you try an RPG where the characters are hooked on playing an online RPG—literally, a game within the game. This compelling scenario is the setting for .hack: Infection, where the characters delve into The World, an online MMORPG. Mysterious outside forces are seeping into The World, putting your friend in a real-life coma and granting you the power to alter the internal game code (an ability probably not listed in the game's manual). What happens next will be entirely up to you—will you choose to play normally, or buck the system and poke around where you're not wanted?



.hack ("dot hack") will be divided into two areas: The World itself (a collection of towns and dungeons) and your computer, where you'll read message boards and reply to personal e-mail. The battle system should be familiar to MMORPG fans—imagine a 3D action/RPG with the ability to issue strategic commands to two computer-controlled party members.

Cyber Connect 2 has already succeeded in making The World a believable enough online RPG. The U.S. preview version was brimming with atmosphere, impressive graphics, and characters that really seemed like they were being controlled by other humans. Despite a clunky camera system, .hack could be worth breaking into later this year.



Breath of Fire

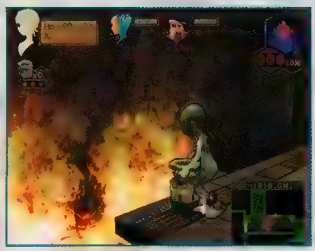
BY FENNEC FOX

- Developed and published by Capcom
- Target release date: Winter 2002 (Japan); 2003 (U.S.)

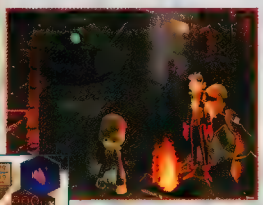
PlayStation 2

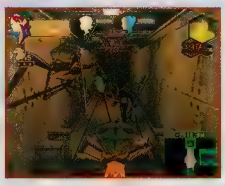
FIRST LOOK

CAPCOM'S DEVELOPERS ARE trying some new things with the latest game in the Breath of Fire series: Not only will it have cel-shaded characters, but the battle system is also being redone and everything will have a new, stylized look that's straight out of the bleakest science-fiction novel you've ever read.

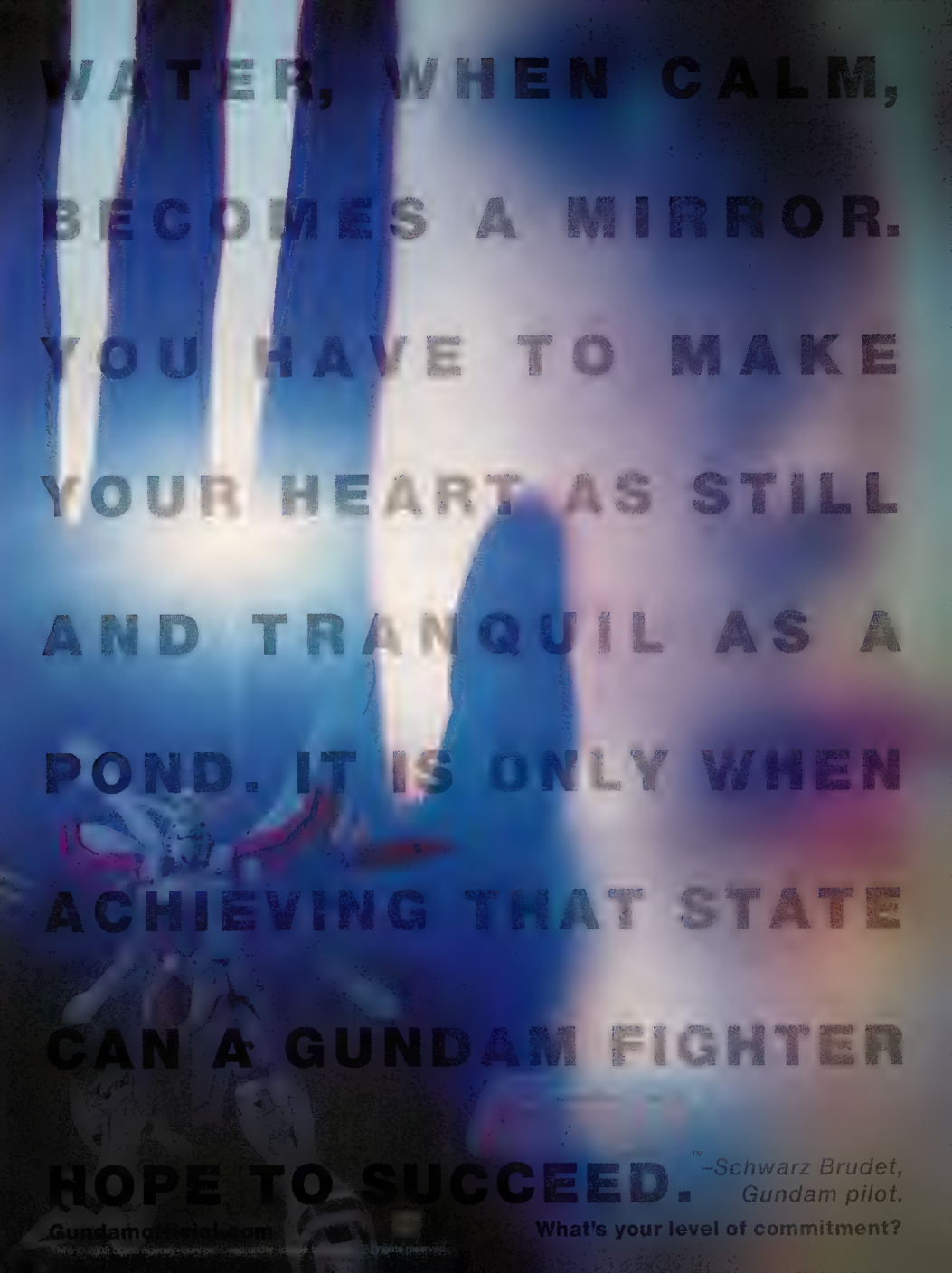


While the new Breath of Fire will use the same three-person party system, the similarities mostly end there. Battles will focus on aggressive action, requiring you to make strategic decisions and enabling such innovative niceties as setting up traps and decoys beforehand to gain an advantage over your enemies. The game will also include a "Scenario Overlay System," a roundabout way of saying that completing the story will reward you with new dungeons and cut-scenes based on your previous accomplishments.





Capcom hasn't announced a solid U.S. release date (or, for that matter, a final title) for the new Breath of Fire quite yet. It's due out this winter in Japan, so you can probably expect it to come here sometime in 2003.


WATER, WHEN CALM,
BECOMES A MIRROR.
YOU HAVE TO MAKE
YOUR HEART AS STILL
AND TRANQUIL AS A
POND. IT IS ONLY WHEN
ACHIEVING THAT STATE
CAN A GUNDAM FIGHTER
HOPE TO SUCCEED.™
–Schwarz Brudet,
Gundam pilot.
Gundamofficial.com
What's your level of commitment?

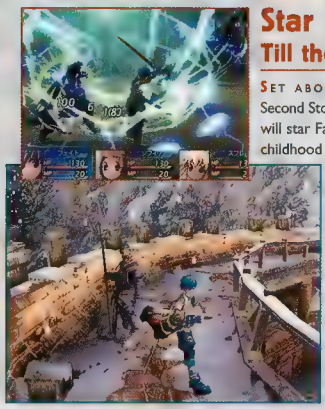
BY FENNEC FOX

- Developed by tri-Ace
- Published by Enix
- Target release date: 2003

PlayStation 2

FIRST LOOK

Star Ocean: Till the End of Time



SET ABOUT 400 years after the end of The Second Story, Star Ocean: Till the End of Time will star Fate Linegod as he takes a trip with childhood friend Sofia Esteed to the planet Haida. After Haida gets attacked by an unknown force, Fate goes to find his parents, setting off on a quest that will span multiple worlds and reveal more about Fate's…er, fate than he probably ever wanted to know.

Fully powered up for the PlayStation 2, the new Star Ocean will feature full three-dimensional visuals and battle scenes, along with item creation, party splitting, and all the other odd quirks that made the previous game stand out so much. Till the End of Time is due to hit Japan this holiday season and America sometime next year.

Legaia 2: Duel Saga

BY PONG SIFU

- Developed by Procyon
- Published by Fresh Games
- Target release date: September

PlayStation 2

FIRST LOOK

IN THE TINY hamlet of Nohl, there is a mystical crystal that provides an endless supply of water. When the crystal is stolen, an evil force eclipses the land, threatening the survival of the entire village. Enter Lang, a rookie soldier of the Nohl militia who will traverse hostile lands and fight off the swelling monster populations as he searches for the missing jewel. Legaia 2: Duel Saga will feature a unique Tactical Arts System, which will enable you to utilize button combinations to execute special attack combos.

Dynasty Tactics

BY STAR DINGO

- Developed and published by Koei
- Target release date: September

PlayStation 2

FIRST LOOK

LYING SOMEWHERE ON the spectrum between the Kessen and the Romance of the Three Kingdoms series is Dynasty Tactics, the latest addition to Koei's historical Chinese family. As the title implies, the emphasis here will be squarely on large-scale, turn-based, grid-centric battlefield strategy as you pick one of three characters and set out to conquer China's 60 cities and reach one of the game's many possible endings. Tactics will offer complex group dynamics, officers who grant their troops special abilities, layered combo attacks, and a polished PS2 presentation that brings it all to violent, dramatically conflicted, historically accurate life.

BY STAR DINGO

- Developed and published by Konami
- Target release date: November

PlayStation 2

FIRST LOOK

Suikoden III

THE THIRD CHAPTER of Konami's epically delicious Suikoden series will pick up 15 years after where part two left off and feature plenty of elements familiar to fans, including the weapon rune system, multi-character combo attacks, a cast of hundreds of (frequently freakish) playable characters, HQ construction, and even the occasional army battle. But the most intriguing new quirk for Suikoden's PS2 debut is something Konami has dubbed "Trinity Sight." At key points in the plot, you'll be able to decide which of the three separate main characters you'll follow for the next leg of the story as their lives begin to clash and intertwine. How literary.

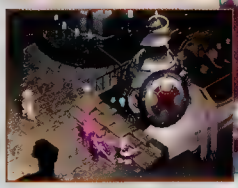
BY PONG SIFU

- Developed by Atlus/Career Soft
- Published by Working Designs
- Target release date: 2002

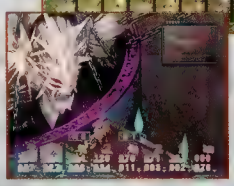
PlayStation 2

FIRST LOOK

Growlanser II: The Sense of Justice



IN GROWLANSER II: The Sense of Justice, you'll play as Wein Cruz and control up to seven companions as you attempt to quell three neighboring countries on the brink of war. Growlanser II will feature immense, strategic battles and enable players to customize characters, as well as upgrade their magic, skills, and equipment. The epic, sweeping story will branch out into multiple narrative paths, giving gamers a flexible playing experience, while the battle system will combine real-time movement with turn-based, menu-driven combat.



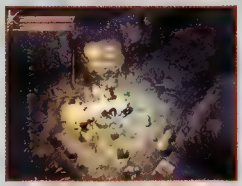
BY DUNJIN MASTER

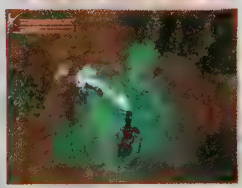
- Developed by Black Isle
- Published by Interplay
- Target release date: Third Quarter 2002

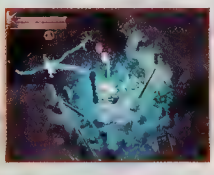
Xbox

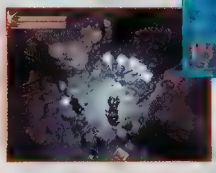
FIRST LOOK

Baldur's Gate: Dark Alliance









IN CASE YOU missed Baldur's Gate: Dark Alliance for the PlayStation 2, here's a primer. Interplay took *Dungeons & Dragons* and simplified it for a more action-based feel. Then, it wrapped up the game in stunning levels with amazing special effects and called it Dark Alliance. The Xbox version will feature enhanced environments and spell effects, but it will otherwise be the same as the PS2 version. That's not a bad thing, folks, because if this Dark Alliance is as good as it is on the PS2, Xbox owners will be in for a treat.

TEKKEN 4

Part 1 Forging an Iron Fist

Before you can annihilate, you must learn the basics of Tekken 4. Whether you're just starting out or simply in need of a refresher, this Fighter's Edge will start you down the path to becoming the King of the Iron Fist with overviews of fundamental tactics and the differences between Tekken 4 and previous games. By Tokyo Drifter

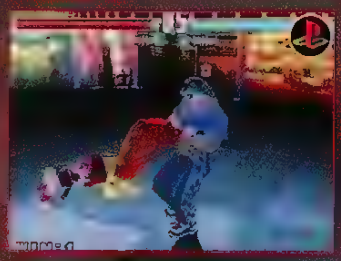
Tekken Notes

Before getting it on with Tekken 4, here's some clarification as to what's been in the series and why certain characters haven't returned.

Dream Match

Tekken Tag Tournament wasn't the "true" sequel to Tekken 3 for the PlayStation. Tag Tournament was based on the fighting engine of Tekken 3, but it dramatically updated the graphics to PlayStation 2 levels and created brand-new backgrounds. Tag Tournament also included almost every character to ever appear in the Tekken series. The result was a fantasy matchup romp that Tekken fans loved. The only "new" aspect of Tag Tournament was the "tag" feature that allowed players to switch in a teammate during a match.

Tekken 3



The down and out King was cleaned up and taught moves like this giant swing from his mentor Armor King...

Tekken Tag Tournament

...who will be sadly missed since his demise at the hands of Craig Marduk in Tekken 4. Playing as Armor King is reason enough to keep Tekken Tag in your game library.

Whatever Happened To...?

In order to achieve game balance and eliminate fighters with similar styles, some characters didn't make the Tekken 4 cut. While it was nice having over 38 brawlers to choose from, many were simply slight variations on existing characters. For example, Ganryu, Kuma, Panda, Jack, Gun Jack, and Prototype Jack are identical (play-wise) to each other; only the two bear characters made the Tekken 4 roster. One result of the trimmed lineup is that stories for the included characters have been greatly expanded.

Tekken Tag Tournament

Clone versions of Yoshimitsu (Kunimitsu) and Nina Williams (Anna Williams) have been Tekken-fan favorites, but they don't appear in Tekken 4. Hopefully, they won't be forgotten when it's time for Tekken 5.

Tekken 4

However, the "doubles" haven't completely disappeared: In Tekken 4, Panda, Eddie Gordo, Miharu, and Violet possess the same moves as those of other characters.

Controller Legend

LK = Left Kick
RK = Right Kick
LP = Left Punch
RP = Right Punch
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
Charge = Hold the direction or button indicated for the time indicated.
() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

What's New?

The gameplay differences between Tekken 3 and 4 are almost as numerous as those between Tekken and its first sequel, Tekken 2. Here are the most significant changes.

Ground Attacks

Remember when you were guaranteed an extra hit after knocking an opponent to the ground? Tekken 4 changes all that. First, characters can recover after a fall and go into a defensive position faster than in other Tekkens. Second, lashing out while you're on the ground is more effective, and a standing opponent will think twice before closing in on a fallen foe. Third, more players are familiar with the ability to immediately recover from a knockdown (see the "Recovering" section elsewhere in this Fighter's Edge), a technique introduced in Tekken 3. Finally, it's now harder to perform low kicks that can hit fallen fighters.

Walls and Obstacles

Walls and obstacles appear in all combat arenas and are the single biggest addition to the Tekken series. They also have a major impact (pun intended) if you're trapped against one.

Move Timing

Tekken 4's improved character animations not only enhance the look of the game, but they alter your timing. How much it affects each fighter varies, so getting up to speed on which combos still connect is key.

Position Change

The need for a Position Change move is crucial for negotiating walls and obstacles. The throw that was once performed by tapping (LP LK) has been replaced with the Position Change grab. Mostly used to turn the tables on your assailant when getting nudged toward a wall, Position Change is an invaluable tool for pushing an opponent toward a wall, too.

Reversals

Just as before, some characters can perform Reversals that catch an opponent's punch or kick in mid-move and then deal out immediate payback. Now, many of these Reversals simply brush off an incoming attack and deal out no damage in retaliation. In Tekken 4, it's up to the counterattacking player to follow through with an assault of their choice while their adversary is temporarily stunned.

Pre-Match Movements

Before the match actually starts, you can move your character around to try to get good positioning—you can't strike until the fight begins, but this time is key for setting up your first attack or defense. Aggressive players will try to psyche you out by getting as close to you as possible and forcing you to retreat. Retreating causes a delay for most moves you perform, so it's better to wait to launch an attack from the start...just be careful of opponents who like to immediately go for a throw.

Offense

The quick A, B, and Co for when you first step into the circle of champions.

The Basics

Regular punches and kicks are your standard arsenal of aggression. Each button corresponds to a limb on a fighter's body. Left Punch and Right Kick are the fastest attacks.

Throws

Some say throwing is a cheap tactic, but that just isn't the case. The damage caused by throws is comparable to that of a regular attack, and there's substantial risk involved when attempting to throw an opponent. Throws are also a strong tactic to use on opponents who rely on counterattacks and blocking.

Juggles

A juggle occurs when you knock an opponent into the air and hit them repeatedly while they're airborne.

One of Steve's Juggle Combos

Steve has only one low-powered 10-hit combo, but he has several juggle combos. Tap (← RK), RP to perform one of his mid-range juggles.

Once your foe is in the air, wait until he drops to shoulder height—when he does, tap LP, RP, LP, RP for a five-hit juggle combo.

Ten-Hit Combo Strings

A staple of the Tekken series since it began, all characters have attacks that can be strung together for 10 consecutive hits. Successfully landing the first blow, however, does not guarantee that all subsequent blows will find their mark; there are natural gaps that besieged opponents can use to disrupt the assault.

Nina's 10-Hit Combo in Action

Nina has six (!) 10-hit combos. To perform her most basic string, tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK.

Defense

In the world of fighting games, a good offense is a good defense, and Tekken 4 is no exception to this golden rule.

Blocking

Blocking is the most fundamental—and overlooked—defensive move. Previously, you could simply block low attacks by tapping ↓. In Tekken 4, you must be more exact and hold ↘; tapping ↓ causes your fighter to move right or left, depending on which way he's facing.

Side Stepping

A few characters—like Steve—have extra dodge maneuvers that can be used in conjunction with their attacks; for everyone else, it comes down to side stepping. Being able to move freely in eight directions has made it easier for opponents to track your movements—so timing a side step at the start of an oncoming attack is key to getting out of harm's way and performing a counterattack.

Good Side Step

Tap ↑ or ↓ at the same time that you see an incoming strike. This will result in a swift and effective side step.

Bad Side Step

If you tap too late, the incoming attack may track you and then hit you while you move.

Don't Throw Me!

(1) The first and simplest way to avoid a throw is to crouch. (2) The second technique is a disrupting punch—also known as poking. When timed correctly, poking will stop whatever move an opponent was trying to execute. (3) The last—and trickiest—way to avoid a throw is a throw reversal. To perform a throw reversal, tap the Punch button that corresponds to the same side of the throw. For example, to get out of a (RP RK) grab, the defender must tap RP before the grapple animation begins.

Attack Reversals

Attack Reversals have been around since Tekken 2, but every fighter can perform one. These techniques usually blend in with a character's style or are merely a balancing tool to help them compete with more powerful opponents. Reversals vary depending on the specific attack it's counteracting.

Nina Strikes Back 1

Counter against RP.

Nina Strikes Back 2

Counter against LP.

Nina Strikes Back 3

Counter against RK.

Nina Strikes Back 4

Counter against LK.

Introduction to Walls and Obstacles

There are several techniques that you need to master in order to succe... deal with walls. Here are some of the basic techniques (we'll go into additional tactics next month). For now, the key thing you need to know is how to recover when slammed into a wall or barrier.

Recovering

After you're knocked into a wall or obstacle, tap any of the four buttons as soon as your character's feet touch the ground again. However, you cannot recover from certain power attacks and specialized throws.

Position Change

Tap (LP LK) to switch places with your opponent and obtain a better position.

Tap (← LP LK) to push an opponent toward a wall or away from you.

Tap (↑ LP LK) or (↓ LP LK) to push an opponent to the left or the right.

Next Month

We'll take things to the next level with our advanced Fighting Edge to Tekken 4. We'll feature combo ... and throws, juggling, position change tactics, move delays, and much more!

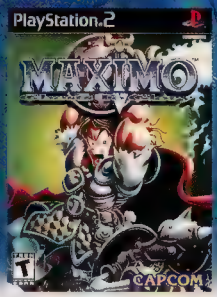
CODE VAULT

CHEATS • TRICKS • SECRETS

Submit your hottest Code Vault tips! Each month, the reader with the winning tip receives a product from Capcom, which features such high-quality games as Maximo: Ghosts to Glory for the PlayStation 2! Runners-up receive a *GamePro* T-shirt.

Send tips to:
GamePro magazine
Code Vault
[illegible]

WIN!



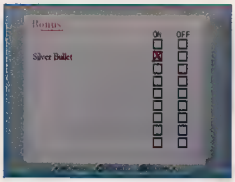
READER TIP OF THE MONTH

MEDAL OF HONOR FRONTLINE

Invincibility, Unlimited Ammo, and Password Cheats

Invincibility: Pause the game, and then **press** □, **L1**, ○, **R1**, △, **L2**, **Select**, **R2**. If you entered the code correctly, the game will automatically resume and you'll be invincible.

Unlimited Ammo: Pause the game, and then **press** ○, **L2**, □, **L1**, **Select**, **R2**, △, **Select**. If you entered the code correctly, the game will automatically resume and you'll have unlimited ammo.



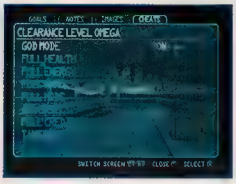
Password Cheats: At the main menu, select Options, and at the options screen, choose Password. Enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the green lights on the typewriter will blink. At the Options menu, select Bonus to view the cheats you have unlocked.

Achilles Head:	GLASSJAW
Bullet Shield:	BULLETZAP
D-Day FMV:	BACKSTAGEO
Finish Previous Mission with Gold Medal:	TIMEWARP
The Horten's Nest FMV:	BACKSTAGES
Invisible Enemies:	WHERERU
Men with Hats:	HABRDASHR
Needle in a Haystack FMV:	BACKSTAGER
Perfectionist:	URTHEMAN
Rubber Grenades:	BOING
Several Bridges Too Far FMV:	BACKSTAGEF
Silver Bullet Mode:	WHATYOUGET
Skip Mission with Gold Medal:	MONKEY
Snipe-O-Rama:	LONGSHOT
Unlock Mission 2:	ORANGUTAN
Unlock Mission 3:	BABOON
Unlock Mission 4:	LEMUR
Unlock Mission 6:	GORILLA

Brian Black—West Palm Beach, FL

DEUS EX: THE CONSPIRACY

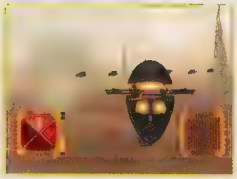
Cheat Mode



During a game, **press Select** to bring up the Goals/Notes/Images screen. At the Goals/Notes/Images screen, **press L2, R2, L1, R1, Start, Start, Start**. If you entered the code correctly, you'll automatically go to a Cheats menu.

STAR WARS JEDI STARFIGHTER

Unlock Everything



At the main menu, choose Options, and at the options screen, select Code. At the code screen, enter LONGO as a code, and if done correctly, everything will be unlocked at the Bonus Features screen.

SLED STORM

Unlock All Tracks, Hover Sled, and More

At the title screen, **simultaneously press and hold L1 and R1**, and then enter the following codes to unlock these cheats. If you entered the code correctly, the name of the cheat will appear onscreen.

Unlock All Characters: Press ○, △, ○, △, ○, **Down**.

Unlock All Sleds: Press □, ○, □, ○, **Left**.

Unlock All Tracks: Press ○, **Left**, ○, **Right**, ○, **Up**.

Unlock Everything: Press ○, □, **Up**, ○, △, **Down**.

Unlock Hover Sled: Press ○, △, □, ○, △, **Right**.

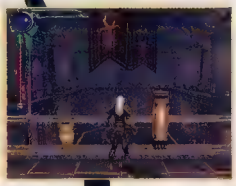
BLOOD OMEN 2

Start Game with Armor

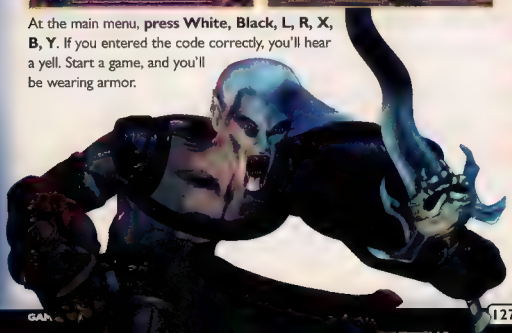
At the main menu, **press L1, R1, L2, R2,** □, ○, △. If you entered the code correctly, you'll hear a yell. Start a game, and you'll be wearing armor.

BLOOD OMEN 2

Start Game with Armor



At the main menu, **press White, Black, L, R, X, B, Y.** If you entered the code correctly, you'll hear a yell. Start a game, and you'll be wearing armor.



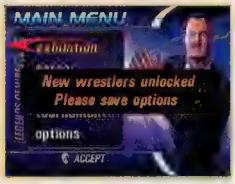
LEGENDS OF WRESTLING

Unlock All Wrestlers

At the Main Menu, **press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X.** If you entered the code correctly, "New wrestlers unlocked" will appear onscreen and all wrestlers will be available at the Player Select screen.

LEGENDS OF WRESTLING

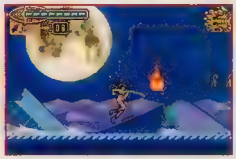
Unlock All Wrestlers



At the Main Menu, **press Up, Up, Down, Down, Left, Right, Left, Right, Y, Y, X.** If you entered the code correctly, "New wrestlers unlocked" will appear onscreen and all wrestlers will be available at the Player Select screen.

THE SCORPION KING: SWORD OF OSIRIS

Level Passwords



At the main menu, select Continue. At the Enter Password screen, enter the character that corresponds with the following colors. If you entered the code correctly, you'll automatically go the unlocked level.

First Quest

Level 2:	Green, Purple, Green, Blue
Level 3:	Red, Blue, Purple, Red
Level 4:	Purple, Yellow, Green, Yellow
Level 5:	Red, Yellow, Green, Purple
Level 6:	Red, Green, Yellow, Red

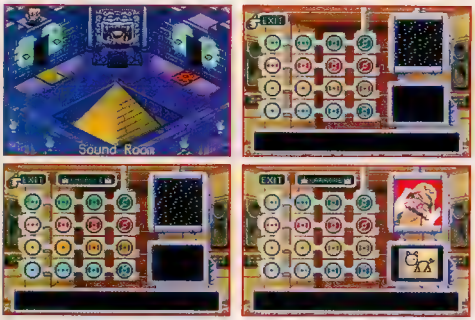
Second Quest

Level 1:	Red, Purple, Green, Red
Level 2:	Red, Blue, Purple, Yellow
Level 3:	Yellow, Blue, Yellow, Purple
Level 4:	Purple, Red, Blue, Yellow
Level 5:	Red, Blue, Red, Green
Level 6:	Red, Yellow, Green, Yellow

A. Parks—N. Irwin, PA

WARIO LAND 4

Unlock Karaoke Mode



At the map screen, go to the Sound Room. At the Sound Room, highlight "Exit," and then **simultaneously press and hold R, L, Select, Start, and Up**. If done correctly, the Karaoke icon will appear. Select it to enter the Karaoke mode.

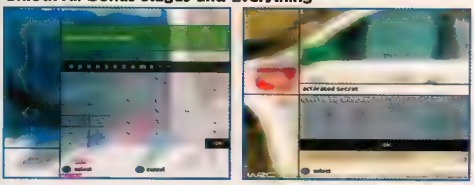
STAR WARS ROGUE LEADER: ROGUE SQUADRON II

Unlock Black Car

At the main menu, select Options, and at the Options screen, choose Passcodes. At the Passcodes screen, enter `!ZUVIEL!` as a passcode, and then select Enter Code. Input `!BENZIN!` as a passcode, and then select Enter Code. If you entered the codes correctly, R2D2 will chirp and the Black Car will be unlocked.

WORLD RALLY CHAMPIONSHIP

Unlock All Bonus Stages and Everything



At the Main Menu, select Extras, and at the Extras screen, choose Secrets. At the Enter Secret Code screen, input any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

Unlock All Bonus Stages:	`gimmebonus`
Unlock Everything:	`opensesame`

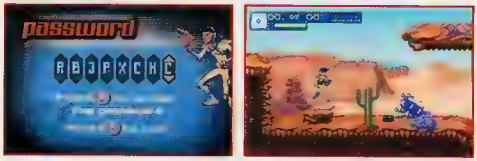
HOT SHOTS GOLF 3

Left-Handed Golfer

Start a game, and at the Select Character screen, highlight your character and then **press Start**. If done correctly, your golfer will play left-handed.

ALIENATORS: EVOLUTION CONTINUES

Infinite Ammunition



At the main menu, choose Password, and at the Password screen, enter `RBJPXCKC` as a password. If you entered the code correctly, you'll automatically begin the game with infinite ammunition.

AGGRESSIVE INLINE

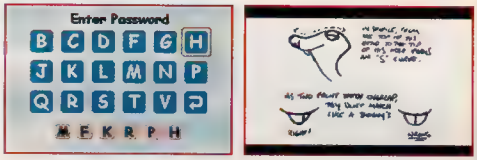
All Keys, Invulnerability, and Perfect Manuals

At the Main Menu, select Options, and at the Options screen, choose Cheats. Then, enter the following codes to unlock these cheats. If you entered the code correctly, the alphabetical input sub-screen will disappear.

All Keys:	`SKELETON`
Invulnerability.	`KHUFU`
Perfect Manuals:	`QUEZDONTSLEEP`

ICE AGE

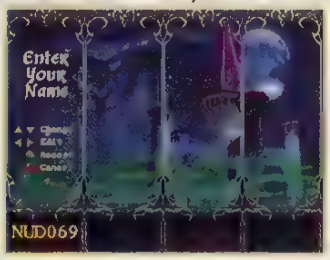
Unlock Artwork and Sketches

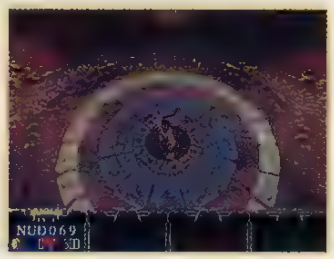


At the main menu, select Password, and at the Enter Password screen, enter `MFKRPH` as a password. If you entered the password correctly, you'll automatically view artwork and sketches from Ice Age.

GAUNTLET: DARK LEGACY

Hidden Characters, Start with 9 Potions and 9 Keys, And Start with 10,000 Gold Pieces





Start a new game, then enter any of the following as a name to unlock these cheats. If you entered the code correctly, you'll immediately start the game as the unlocked character or the cheat will be enabled when you start a game as normal.

Dwarf as Large Jester:	ICE600
Dwarf in Bondage Outfit:	NUD069
Jester as Punk:	PNK666
Jester with Chainsaw:	KJH105
Jester with Smiley Face:	STX222
Knight as Football Player:	RIZ721
Knight as General:	BAT900
Knight as Ninja:	TAK118
Knight as Waitress:	KAO292
Knight in Black Armor:	DARTHC
Knight in Black Shirt and Jeans:	CSS222
Knight in Dark Street Clothes:	ARV984
Knight in Karate Uniform:	SJE964
Knight in Street Clothes With Bald Head:	STG333
Knight in Street Clothes With Baseball Cap:	DIB626
Start with 9 Potions and 9 Keys:	ALLFUL
Start with 10,000 Gold Pieces:	10000K
Valkyrie as Cheerleader:	CEL721
Valkyrie as Grim Reaper:	TWN300
Valkyrie as Japanese Schoolgirl:	AYA555
Warrior as Ogre General:	CAS400
Warrior as Orc General:	MTN200
Warrior as Rat General:	RAT333
Wizard as Alien:	SKY100
Wizard as Garm:	GARM99
Wizard as Infested Garm:	GARM00
Wizard as Pharaoh:	DES700
Wizard as Sumner:	SUM224

SPIDER-MAN

Cheat Mode, Unlock Alternate Costumes, and More

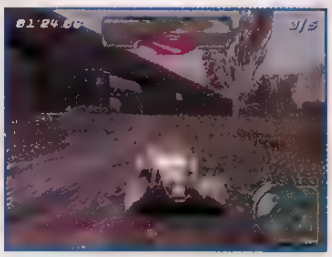
At the main menu, select Specials, and at the Specials screen, choose Cheats. Enter any of the following passwords to unlock the corresponding cheat. If you entered the code correctly, the Green Goblin will laugh.

Big Head and Feet:	GOESTOYOURHEAD
Cheat Mode: *Note: This will unlock all levels, fighting controls, movies, production art, and training levels*	ARACHNID
Enemies Have Big Heads:	JOELSPEANUTS
First Person Mode:	UNDERTHEMASK
Green Goblin–Type Armor:	FREAKOUT
Matrix Attacks:	DODGETHIS
Next Level Feature at In-Game Menu:	ROMITAS
Play as Helicopter Pilot:	CAPTAINSTACEY
Play as Mary Jane:	GIRLNEXTDOOR
Play as Police Officer:	REALHERO
Play as Scientist:	SERUM
Play as Shocker:	HERMANSCHULTZ
Play as Thug One:	KNUCKLES
Play as Thug Two:	STICKYRICE
Play as Thug Three:	THUGSRUS
Super Coolant:	CHILLOUT
Tiny Mode:	SPIDERBYTE
Unlimited Webbing:	ORGANICWEBBING

Unlock Alternate Costumes: Start a new game at Super Hero difficulty, and after completing the first level (Search for Justice), save the game. Then enable Cheat Mode, return to the Specials screen, and select Level Warp. Choose Conclusion, and you can view the game's ending cinema. After the credits, return to the Specials screen, and select Secret Store. Alternate Peter Parker, Alex Ross, and Green Goblin costumes will now be available.

SMUGGLER'S RUN 2

Invisibility, No Gravity, and More



Pause the game, and then enter the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

Invisibility: Press R1, L1, L1, R2, L1, L1, L2.

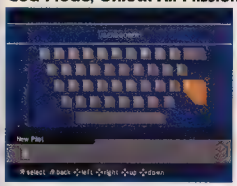
Light Cars: Press L1, R1, R1, L2, R2, R2.

Move Faster: Press R3, L3, L3, R3, Left, ○, Left, ○.

No Gravity: Press R1, R2, R1, R2, Up, Up, Up.

DROPSHIP: UNITED PEACE FORCE

God Mode, Unlock All Missions, and More

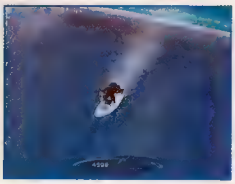


At the Main Menu, select Classified Files, and at the Classified Files screen, choose Unlock. Then, enter any of the following codes to unlock the corresponding cheat. If you entered the code correctly, the name of the cheat will appear onscreen.

Extra Mission 1:	KREUZLER
Extra Mission 2:	SHEARER
Extra Mission 3:	UBERDOOPER
God Mode:	TEAMBUDDIES
Infinite Ammunition:	BLASTRADIUS
Unlock All Missions:	KINGSLEY

SUNNY GARCIA SURFING

Get All Beaches, Boards, and Surfers



At the title screen, **simultaneously press and hold L1 and R1**, and then enter the following codes to unlock these cheats. If you entered the code correctly, you will hear a sound.

All Beaches: Press Down, Up, Left, Left, Down, ○, ○, Right.

All Boards: Press Left, ○, Up, Down, ○, Left, Down, ○, ×.

All Surfers: Press Left, ○, Up, Right, ○, Left, Left.

HUNTER: THE RECKONING

Sound Test

During gameplay, **press Left, Left, B** to hear sound bites from the game.

BATMAN VENGEANCE

Unlimited Batarangs

At the main menu, **press L, R, B, White, L**. If you entered the code correctly, you'll hear a sound, and you'll have unlimited batarangs and electric batarangs when you start a game.

BATMAN VENGEANCE

Level Passwords and Unlock Videos

At the main menu, choose either Story Mode or Advance Mode, and then select Password. Enter any of the following codes to unlock the corresponding level in the corresponding mode or to unlock the movies. If you entered the code correctly, you'll automatically begin that level or the movies will start.

Advance Mode Level 1:	ARKHAM
Advance Mode Level 2:	WAYNE
Advance Mode Level 3:	AMY
Advance Mode Level 4:	NYGMA
Advance Mode Level 5:	CARRIE
Advance Mode Level 6.	WESKER
Advance Mode Level 7:	BULLOCK
Advance Mode Level 8:	GORDON
Advance Mode Level 9:	JONES
Advance Mode Level 10:	OSWALD
Advance Mode Level 11:	TALIA
Advance Mode Level 12:	MONTOYA
Advance Mode Level 13:	SCARFACE
Advance Mode Level 14:	CREEPER
Advance Mode Level 15:	DENT
Advance Mode Level 16:	KYLE
Story Mode Level 2:	GOTHAM
Story Mode Level 3:	BATMAN
Story Mode Level 4:	BARBARA
Story Mode Level 5:	GRAYSON
Story Mode Level 6:	ROBIN
Story Mode Level 7:	TIM
Story Mode Level 8:	BATGIRL
Story Mode Level 9:	FRIES
Story Mode Level 10:	VICTOR
Story Mode Level 11:	ALFRED
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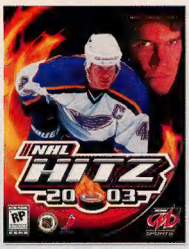

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